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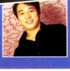

FIRST REVIEW!
RISE TO HONOR
JET LI BUSTS OUT THE HONG KONG BOOK OF KUNG FU

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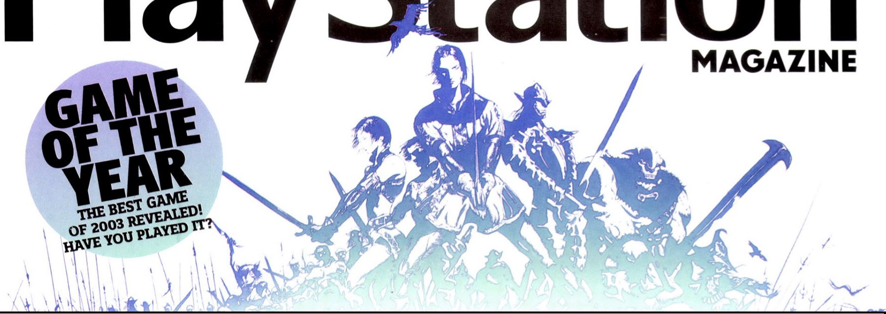

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For Kit Yun, the
only way out of the
Hong Kong underworld
is to go back in.
TEEN
T
CONTENT RATED BY
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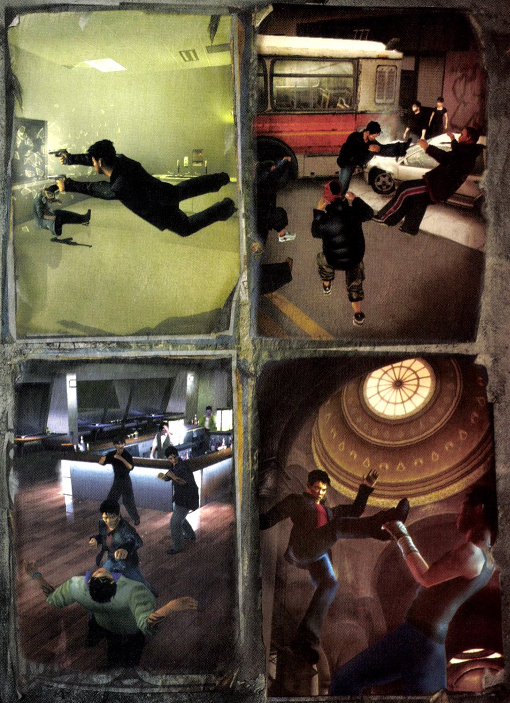
JET LI

RISE TO HONOR



A dying man's last wish. An undercover cop who's running out of time. Jet Li is Kit Yun in Rise to Honor, the story of a cop sworn to fulfill his duty, yet bound by a promise to a powerful crime lord. Now Kit must enter a shadowy world where, to preserve his honor, he'll have to risk his life. But as his enemies will soon learn, sometimes the one who is most honorable…is also the most deadly.

PlayStation 2

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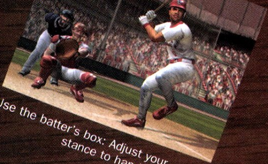
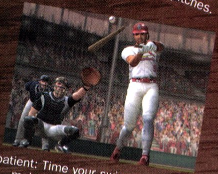
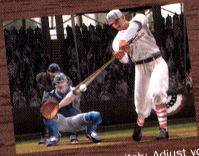
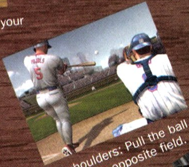
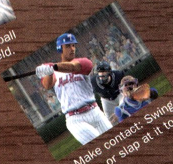

Use the batter's box: Adjust your stance to handle inside pitches.


Be patient: Time your swing to make contact with off-speed stuff.


React to the pitch: Adjust your swing level to go after the ball.


Adjust your shoulders: Pull the ball or go opposite field.


Make contact: Swing for power, drag bunt, or slap at it to stay alive.

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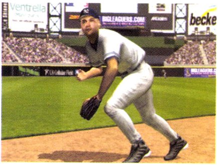

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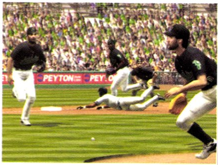

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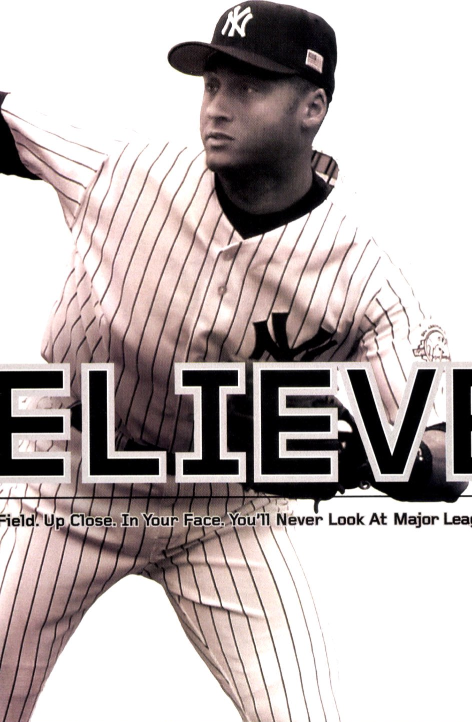

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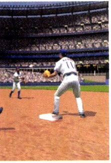

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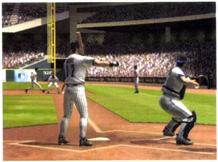

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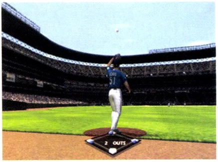

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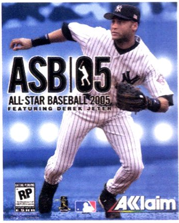

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NFL STREET

You can only hope to contain it

TOUGH ENOUGH?
Prepare to enter a world of hurt
There's nothing better than performing a blind-sided tackle on a quarterback, especially if it slams him into a brick wall.

Fast-paced arcade football isn't an entirely original concept. Recent versions notwithstanding, Midway's *NFL Blitz* series held the genre torch for many years without any really serious contenders to unseat it from the throne—that is, until *NFL Street* came along.

Of course, comparisons between the two are inevitable, since both offer a limited set of plays, reduced number of players on the field (*NFL Street* has 7-on-7), and bone-splitting tackles. But aside from those similarities, *NFL Street* surpasses *NFL Blitz* in just about every conceivable manner, thanks largely to gameplay that places greater emphasis on individual player capabilities as opposed to overall team performance.

It's especially apparent in the NFL challenge mode, in which you essentially build a team from scratch based on a general preference for the type of team you want. Let's say you want to start out with a decent receiving squad, so you pick the "pass offense" roster type. The downside to picking such an option means that your running game and defense may be a little weak, but if you don't want to deal with these problems, you can select a balanced roster. In any case, you can build on the base stats for individual players by competing in the challenge mode, which gives you a set of objectives to meet in order to win a game, such as making one passing touchdown and one rushing touchdown. If you're successful, you earn development points that can build up stats like the quarterback's passing ability or a defensive back's tackling skills.

In fact, it's crucial that you take time to compete in the challenge mode and build up your team's stats as much as possible before you even attempt to go up against the absolutely brutal NFL teams in full games in the ladder portion of the NFL challenge mode. If you try going straight into a ladder match, prepare yourself for quite a few interceptions and fumbles as the NFL team's defense mercilessly beats you into the ground.

Generally speaking, it's a bad idea to take on an NFL team in the challenge mode anyway, simply because it takes a little time to get used to the pace of the game. Since it's so much faster, you have to read the defense quickly or face the wrath of an enormous defensive lineman. Likewise, on defense, if you seriously misread the play, your opponent may not only burn you for a touchdown, but also get some gamebreaker points in the process by holding down the style button while running into the end zone. But in the grand scheme of things, unless you play poorly, the gamebreaker—which gives every player a speed and strength boost—won't really make or break a game.

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GAMEBREAKER
2ND
GAMEBREAKER
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TURBO
TURBO

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GAMEBREAKER
1ST
GAMEBREAKER
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TURBO
TURBO

0
GAMEBREAKER
1ST
GAMEBREAKER
0
RAIDERS
TURBO
TURBO

You might be a little disheartened by the difficulty level in *NFL Street*, but the frustration ultimately acts as motivation to continually improve your team so that you can beat the NFL challenge mode and show just how awesome your team is in the online portion of the game. Plus, it's the only way to unlock new clothing and the selection of old-school players.

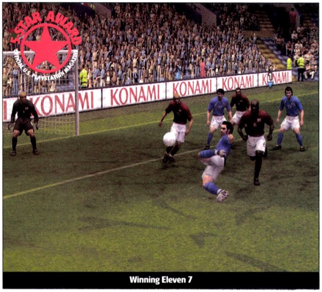
NFL Street is definitely a blast to play, especially with friends, and it offers a great challenge that'll keep you busy well into the off-season.

Giancarlo Varanini

★★★★½

Publisher: EA Sports Big **Developer:** Tiburon **MSRP:** $49.99 **ESRB:** Everyone

DID YOU KNOW?
Jet Li won the gold medal in a Chinese Wu Shu championship when he was 11. One of his prizes was flying to America to meet Richard Nixon. What did you do when you were 11?



Winning Eleven 7

WINNING ELEVEN 7

Publisher: Konami
Developer: KCE Tokyo (Konami)
MSRP: $39.99 **ESRB:** Everyone

Call it the Beautiful Game, call it the World's Game, call soccer whatever you want—but you can't call it "football" around here. America has never quite taken a liking to soccer, but that hasn't stopped *Winning Eleven 6* from garnering critical acclaim and solid sales figures.

Mind you, this shouldn't really be a surprise. *Winning Eleven* is hugely popular in Europe and Japan because it manages to attract both die-hard soccer fans and more mainstream sports gamers. Fanatics love the way it accurately simulates the game they love, while the conventional gamer appreciates the depth and challenge hidden behind its daunting façade. It's the *Virtua Fighter* of sports games: It's slower, it's more deliberate, it's more realistic, it's deeper, and ultimately, it's better.

An example of this is *WE7*'s overhauled physics engine for the ball itself. It no longer glides over the pitch, but randomly bobbles off the imperfections in the turf. This leads to a slew of new control options for dealing with bouncing balls—including the ability to strike a ball at the goal while it's in midair, otherwise known as a volley. Arguably the most spectacular shot in soccer, it has never been properly implemented before. Cracking a thumping volley into the top corner of the goal ranks as one of the finest sporting experiences in any game.

Last year's master league mode has also been upgraded. You still take a team from the bottom division to the top, buying and selling players as well as training and improving your existing squad in the process, but the league structure itself has been totally revamped. There are 24 new clubs and an array of divisions and tournaments to compete in, lending the game even more replay value.

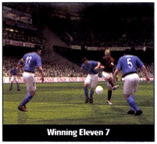
What really makes *WE7* great are the little things, like using the new training mode's "active replays" (which allow you to stop, rewind, and practice a particular situation again and again), seeing a ref call a handball foul, playing the advantage rule, or watching players' signature celebrations—it's all the mark of a soccer-crazy development team.

If you already have *WE6*, there's enough new here to justify purchasing *WE7*, and those who missed out the first time should check out this game immediately. It's simply one of the best sports games on the market.

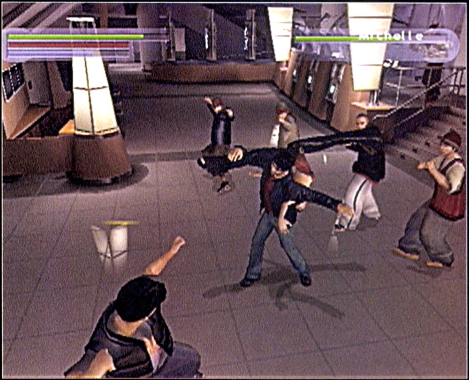
Ravi Hiranand

★★★★★

Winning Eleven 7



Winning Eleven 7



RISE TO HONOR

Fists of ordinary, not fury

Publisher: Sony CEA
Developer: Sony CEA
MSRP: $39.99 **ESRB:** Teen

My first thought after finishing *Rise to Honor*? It's just like the rest of Jet Li's American work. That might sound like a compliment, but I'm speaking as someone who longs for the scale of *Once Upon a Time in China*, the intensity of *Fist of Legend*, the purity of *Iron Monkey*, or the visual spectacle of *Hero*—only to get *Cradle 2 the Grave* or *The One* instead.

Rise to Honor looks and feels like a lost Jet Li flick, complete with melodramatic (and seemingly authentic) Cantonese dialogue. As a game, it's a 21st-century iteration of the classic beat-'em-up. You manipulate digital Jet Li through a world filled with supposed intrigue and actual thuggery. However, when you encounter seven snarling bruisers at a time, instead of mashing buttons to fight, you twirl your right analog stick.

That's right, the fighting system consists of slapping your right-analog stick toward your target and occasionally pressing the trigger buttons. To be fair, though, this simplistic scheme actually works...mostly. You can pretty easily move the right-analog stick and see digital Jet fluidly punch in one direction and then reverse kick in another. Occasionally, you can use the triggers to block, counter, and use objects (sticks, throwable items, areas you can toss or smack baddies against). Despite the decent controls, you still end up seeing the same four-hit combos repeatedly, and when digital Jet holds a stick or a bat in his hand, it becomes mysteriously harder to hit people with it.

The game has some wonky balance issues, particularly with the bosses. Some are incredibly easy, while others deal out way too much damage. Why is the big, bad Triad dude you've been chasing the whole game a pushover, while the first boss can wipe out half your health simply by dunking your head in the water?

Occasionally, digital Jet's martial-arts hijinks are broken up by decent gun levels and terrible stealth levels. He probably went to the same police academy as Max Payne, since they both like to leap to the side, guns akimbo, in slow motion. Those segments are fine—there's a hospital shootout reminiscent of *Hard Boiled*, and there's a particularly absurd yet amusing shootout involving nail guns and big fellows wearing welder masks with propane tanks on their backs. Yet the stealth levels totally break the internal logic—after plowing through legions of baddies, having just one spot you means instant game-over?

Rise to Honor is a serviceable beat-'em-up. It has fists, guns, loads of Chinese, unlockables, and over-the-top fights. It has interesting bursts of action with requisite melodrama—it really is just like the rest of Mr. Li's American work. Interpret that however you will.

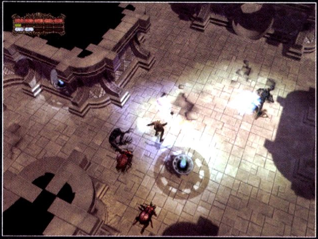
Thierry Nguyen

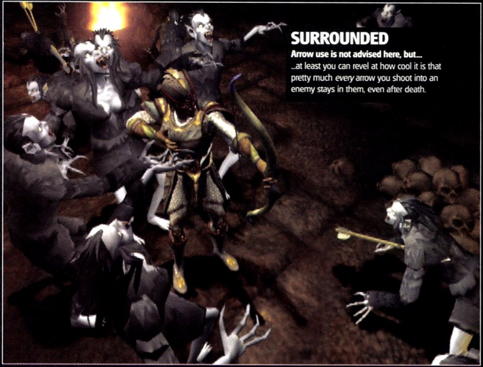
★★★

CHAMPIONS OF NORRATH: REALMS OF EVERQUEST

What EverQuest was meant to be

Publisher: Sony Online Entertainment **Developer:** Snowblind Studios **MSRP:** $49.99 **ESRB:** Teen





SURROUNDED

Arrow use is not advised here, but...

...at least you can revel at how cool it is that pretty much *every* arrow you shoot into an enemy stays in them, even after death.

Scared off by that "*EverQuest*" in *Champions of Norrath*'s subtitle? Don't be. This is no massively multiplayer online RPG. It is, however, one *massive* multiplayer online (or offline!) RPG. And you'd better believe that's a good thing. Here's why.

It's massive. Though not the never-ending chain of quests found in a "real" *EverQuest* game, *Champions* certainly stands as the longest, deepest title in the *Baldur's Gate: Dark Alliance* vein yet seen on a console. Be it a lush forest or a barren desert, a sky castle or an underwater passage, it's hard to think of an environment not represented in the 20 hours of gameplay. And no matter how clichéd a fire or arctic world may seem, you don't really mind so much—the lava monsters and ice-covered sunken ships are just so cool to look at, it's hard to complain. When an elf commander says, "May you find friends in unexpected places," you want to press on, simply because you don't know what will happen next. And locations are only the beginning; expect more of *everything*, including weapons, armor, items, and nonplayer characters to chat with.

Of course, with such a grand quest ahead of you, you're bound to hit a few snags. For one thing, 95 percent of the plentiful items you collect don't come close to equaling the greatness of what you're already equipped with, and stopping to see what you picked up slows the game's pace significantly. Also, menial tasks like corralling kittens for a little girl or driving a hulking lava tank (in Norrath?!) just seem kinda dumb. At times, you won't even remember the plot (weak as it is), since meaningful events occur so infrequently. And switching between the two discs proves as annoying as you'd imagine. Still, you're ultimately having fun—especially when...

It's multiplayer. Unlike the *Dark Alliance* games, which are two player, *Champions* allows up to four players. You've gotta love this, as action-RPGs of this ilk have thrived as multiplayer games ever since *Gauntlet*. The only thing is, occasionally it *needs* to be multiplayer. In some cases, defeating a boss by yourself proves next to impossible, sometimes because you've shared experience points with other players (you can import and export other characters anytime, anywhere). But as long as you have a Network Adaptor, this isn't a huge problem, because...

It's online. At any time, you can join three other players anywhere in the world via broadband. The online and offline games are identical, and you can have others join your saved game, or you can join someone else if you feel like gaining some easy XP. And contrary to what SOE recently told us, you can communicate with both a keyboard *and* a USB headset. Or you can just play the whole game offline. It's your call. So is your character progression since, after all...

It's an RPG. A *true* RPG. You know this from the start, when that beautiful Character Selection screen moves from your choice of one of the five classes to your character's customized look to a bunch of stats that you distribute among Strength, Dexterity, etc. (You even choose your own name, a basic feature forgotten by many modern games of the genre.) Of course, the hack-'n'-slash battle system leads to a fair share of leveling up as well, which allows further customization of things like magic and other special skills. It's as classic a role-playing formula as you'll ever see. And there's something refreshing about that.

Ultimately, what we have here is a super-duper *Dark Alliance*. In other words, *Champions* is what *Dark Alliance II* should have been.

Chris Baker

★★★★½

HAVE YOU TRIED...?

For an added challenge, try stripping your character of all armor. Or just look at them in their bare essentials.

LOOK FAMILIAR?

The classic Commodore 64 game *Archon* mixed strategy and action in a fantasy setting.

DEMO WALKTHROUGH

The demo disc included with this magazine allows you to play through the first couple of maps in *Champions of Norrath* and provides a solid taste of what to expect out of the 50 more ahead of you. Here's a guide on how to make sure you're not a *chump* of Norrath.

CHOOSE YOUR CHARACTER

You'll notice there are five character types (with one male and one female for each type), but the demo only allows you to choose between the male barbarian and the female erudite wizard—basically, the two most polar opposite characters in the game.

■ **BARBARIAN:** If straight-up hack-'n'-slash is your thing, the barbarian is your man. You won't use any magic with this guy until very late in the game (none in the demo, of course).

After you choose a look, it's time for stat distribution. Strength is this character's most important asset, so give him around 10 points in this area. Allocate the rest between Dexterity and Stamina. Intelligence doesn't matter much to this guy—especially in this short demo.

■ **ERUDITE WIZARD:** You can still fight melee-style with this character—just not *nearly* as well as with any other character in the game. Her thing is magic, so be sure to throw six or seven points at Intelligence after you've chosen a look for her. Add another six or seven to Strength and distribute the rest between Dexterity and Stamina.

KILL 'EM ALL: COMBAT STRATEGY

■ **BARBARIAN:** Plow through enemies by hacking and slashing until they're dead, dead, dead. Don't forget to block using R1 (equip a shield as soon as you find or buy one). You might even want to experiment with throwing spears or using a bow (if you can afford one); switch between melee and projectile weapons with L1.

■ **ERUDITE WIZARD:** The white bar at the top of the screen represents mana, which depletes whenever you hit Circle to use your character's Ice spell. Hit an enemy with this spell and move in to shatter it with a melee attack. You can replenish mana with potions (hit L2) or time (it regenerates naturally). At times, you'll have to rely on sheer melee attacks, so watch your health.

LEVELING UP

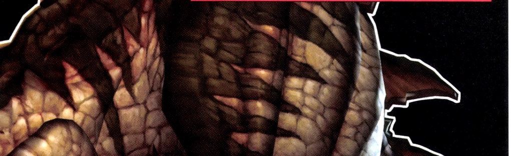
Your character will likely level up twice within the course of this demo. Hit Select to up your stats and add to your skill set.

■ **BARBARIAN:** Distributing your three points equally between Strength, Dexterity, and Stamina is always a good move. As far as skill improvement is concerned (at least for this demo), at level 3 get Slam and use it with Circle (notice it depletes your mana, which the barbarian can replenish only with potions or by killin' stuff).

■ **ERUDITE WIZARD:** Allocate your new points whichever way suits you best. Unfortunately, the demo doesn't allow any new magic spells past Shock of Frost—but you *can* make it even stronger if you wish. Or you can help your health regeneration rate once you reach level 3.

HELPFUL TIPS

- Replenish health with R2.
- Replenish mana with L2.
- Block with R1. (Especially useful during the boss fight!)
- Hit R3 once for a big onscreen map, twice for a smaller one, and again to remove the map altogether.
- Bash boxes, baskets, etc. for gold and items. Look in treasure chests for a similar selection of loot.
- Use a gate scroll to warp back to the shop if your health is low or you need to unload some weight for some gold. Use another to warp back.
- Warp between each map's portal and save gate scrolls.
- Pick up everything you can. Hit Select to check out what you have (use R1 and L1 to flip between weapons, armor, and other tabs), then hit X to equip it if it's something better.
- Sell anything useless.
- The barbarian should equip a shield as soon as possible.
- Keep your eyes open for magic items, be they enchanted weapons, armor, or items like earrings and chokers.
- Kill the pink monsters more easily by luring them back to elf allies. Otherwise, always flank them when you attack.



Wrath Unleashed

Pro System Selector

Wrath Unleashed

Pro System Selector

WRATH UNLEASHED

Publisher: LucasArts
Developer: The Collective
MSRP: $4999 **ESRB:** Teen

I liked this game better when it was called *The Unholy War*.

I concede that PS2 is pretty seriously lacking in turn-based strategy games. But seeing this supremely subpar action-strategy hybrid released on the heels of the excellent strategy-RPG *Gladius*—it boggles the mind.

You begin with an astonishingly low-quality rendered intro, followed by an embarrassingly juvenile cinema featuring buxom women in ridiculously scant attire. That's when the fun starts.

The game itself consists of working your way around a hex-cell battlefield, trying to occupy your opponent's temples or wipe out your opponent's units (or both). The occupying of temples takes place through the ingenious method of *moving onto a hex with a temple on it*. Meanwhile, you get to do battle with individual units via the revolutionary feature of button-mashing.

Sorry, give me a moment to tone down the sarcasm. To be fair, the real-time fighting engine does offer a few options beyond just jamming X repeatedly. Like spells. And blocking. Plus, the main map has a few spells you can let loose on your opponent. But the game is too simple for strategy fans and too complex for fighting fans. The occasionally interesting creature design and accompanying animation can't save this one from its clichéd premise, uninteresting gameplay, and interminable load times. If you're desperate for a turn-based strategy, you could do worse...but not much.

Joe Rybicki

★½

PRO SYSTEM SELECTOR

Manufacturer: Pelican
MSRP: $9999

Pelican's new box actually managed to generate a significant amount of excitement when it arrived at our offices. This is quite a feat for what is essentially one of the more boring necessities of a multi-system lifestyle.

Why the fervor? Well, for a start it's a gorgeous-looking box, crafted out of metal rather than cheap-feeling plastic. It's a proper AV-sized box, too, and the backlit buttons on the front have all the system names you could ever want already printed on them—and they're interchangeable.

Secondly, it's possibly the only system selector that sports component video, S-Video, and AV inputs, as well as three Ethernet inputs. I'm not aware of a more able-bodied box on the market, but then again it is pretty pricey.

Drawbacks? Well, it's a switch box and not a digital signal processor, so whatever signal it sucks in, it spits out. The only way to get a component video signal out is to put one in, and vice versa. If your different systems come into the box in different ways, it won't put them all out through the component cables, which is more of a bummer than it sounds. If you go component in with your DVD player but S-Video with your PS2, you're going to have a problem. That said, if you have an HDTV and are fully component video-ed up, you're going to love this thing. Who would have thought such a boring device could be such an object of desire? Only the hefty price knocks the score down.

John Davison

★★★★½

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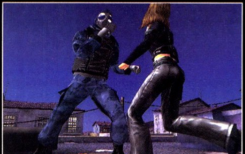
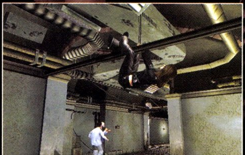
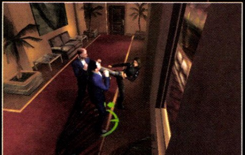
POSTER



High-impact, motion-captured combat

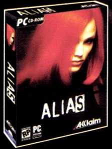


Red-hot pressure-filled stealth missions



Multi-opponent, hand-to-hand action

BASED ON AN ORIGINAL STORY FROM THE
CREATORS OF THE SMASH HIT TV SERIES»



TEEN
T
CONTENT RATED BY
ESRB
Violence

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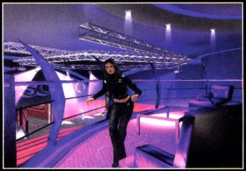
STEALTH BOMBSHELL

Spy gadgets, high-tech & makeshift weaponry

Intense camera work from multiple angles



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REPLAY

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INSIDE REPLAY

108
Prince of Persia

Scratching your head about that huge room with all the mirrors, crystals, and light? You are? We'll do you a favor and walk you through it then.

112
Need for Speed

You like sliding around sideways in your car? Well, we've got drift maps for you. Impress your friends with your skills.

PS2 Games

107 Demo Disc Challenges
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119 The Lord of the Rings: The Return of the King

110
FINAL FANTASY X-2

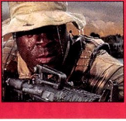
Dress you up in our love

Need a little help hunting down the secret costumes? Each fantastic femme has one, and we tell you where to get 'em and what they do.

PS2 TRICKS AND REVIEW ARCHIVE

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-star score. A number ❶ indicates its rank in the top-selling games for each system. ⚡ indicates game supports online play.

GAME	PUBLISHER	SCORE	ISSUE
.hack//INFECTION	Bandai	★★★½	65
.hack//MUTATION	Bandai	★★★★	69
.hack//OUTBREAK	Bandai	★★★★	73
.hack//QUARANTINE	Bandai	★★★★	76
18 Wheeler American Pro Trucker	Acclaim	★★★★	52
4x4 EVO	GOD Games	★★★★	44
2002 FIFA World Cup	EA Sports	★★★★	58
Ace Combat 04: Shattered Skies	**Namco**	★★★★½	**51**
Activision Anthology	Activision	★★★★	64
Aero Elite: Combat Academy	Sega	★★★	67
The Adventures of Cookie & Cream	Agetec	★★★½	44
Aggressive Inline	Acclaim	★★★★½	59
Airblade	Namco	★★★★	53
Aliens Versus Predator: Extinction	EA Games	★★★½	72
All-Star Baseball 2002	Acclaim	★★★½	44
All-Star Baseball 2003	Acclaim	★★★½	56
All-Star Baseball 2004	Acclaim	★★★	67
Alter Echo	THQ	★★	73
American Idol	Codemasters	★	77
⚡ Amplitude	Sony CEA	★★★★	68
Antz Extreme Racing	Empire	★½	61
Ape Escape 2	Ubisoft	★★★★½	70
Aqua Aqua	3DO	★★	42
Arc the Lad: Twilight of the Spirits	Sony CEA	★★★★	70
Arctic Thunder	Midway	★	50
Armored Core 2	Agetec	★★★	39
Armored Core 2: Another Age	Agetec	★★★½	48
Armored Core 3	Agetec	★★★½	61
Army Men: Air Attack	3DO	★★★½	44
Army Men: Green Rogue	3DO	★★	45
Army Men RTS	3DO	★★★★	56
Army Men: Sarge's Heroes 2	3DO	★★½	45
ATV Offroad Fury	**Sony CEA**	★★★★	**42**
⚡ ATV Offroad Fury 2	Sony CEA	★★★★	64
ATV Quad Power Racing 2	Acclaim	★★★★	66
⚡ Auto Modellista	Capcom	★★½	69
Backyard Wrestling: Don't Try This at Home	Eidos	★★½	75
Baldur's Gate: Dark Alliance	Interplay	★★★★½	52
Baldur's Gate: Dark Alliance II	Interplay	★★★½	77
Barbarian	Titus	★★	57
Bass Strike Virtual Fishing Tournament	THQ	★½	51
Batman: Rise of Sin Tzu	Ubisoft	★★	74
Batman: Vengeance	Ubisoft	★★★	51
Battle Engine Aquila	Atari	★★★½	65
Battlestar Galactica	Vivendi Universal	★★★	76
Beyond Good & Evil	Ubisoft	★★★★	75
Big Mutha Truckers	Empire	★★★	71
Bionicle: The Game	EA Games	★★½	75
Black & Bruised	Majesco	★★★★	67
Blade II	Activision	★★	62
Blood Omen 2	Eidos	★★★½	57
BloodRayne	Majesco	★★★½	63
Bloody Roar 3	Activision	★★★½	47
Bloody Roar 4	Konami	★	75
Blowout	Majesco	★★★	77
BMX XXX	Acclaim	★½	65
Bombastic	Capcom	★★½	72
Breath of Fire: Dragon Quarter	Capcom	★★★★	67
Britney's Dance Beat	THQ	★★★★	58
The Bouncer	Square EA	★★★	42



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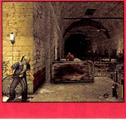
SEAL!

SOCOM II
Advanced recon, aka maps



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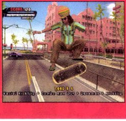
HUNT!

Manhunt
Unlocking grisly secrets



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TAPE!

Tony Hawk's Underground
Secret tapes galore

GAME	PUBLISHER	SCORE	ISSUE
Buffy the Vampire Slayer: Chaos Bleeds	Sierra/Fox	★★★	73
Burnout	Acclaim	★★★★½	52
Burnout 2: Point of Impact	Acclaim	★★★★	63
Butt-Ugly Martians: Zoom or Doom!	Crave	★★	73
Cabela's Big Game Hunter	Activision	★★½	67
Cabela's Dangerous Hunts	Activision	★★½	76
Cabela's Deer Hunt 2004 Season	Activision	★★½	74
Capcom vs. SNK 2	Capcom	★★★★½	51
Carmen Sandiego: The Secret of the Stolen Drums	Bam	★★½	77
CART Fury	Midway	★	47
Casper: Spirit Dimensions	TDK Mediactive	★★½	50
Castlevania: Lament of Innocence	Konami	★★★★	74
The Cat in the Hat	Vivendi Universal	★★	76
Chaos Legion	Capcom	★★★½	70
⚡ Chessmaster	Ubisoft	★★★½	70
Choplifter: Crisis Shield	Xicat	★★★	69
City Crisis	Take 2	★★★	48
Clock Tower 3	Capcom	★★★	68
Colin McRae Rally 3	**Codemasters**	**★★★★★**	**68**
Commandos 2: Men of Courage	Eidos	★★	62
Conflict: Desert Storm	Gotham Games	★½	63
Conflict: Desert Storm II	Gotham Games	★★★	74
Conflict Zone	Ubisoft	★★½	63
Contra: Shattered Soldier	Konami	★★★★½	64
Cool Boarders 2001	Sony CEA	★★★★	46
Crash Bandicoot: The Wrath of Cortex	**Universal**	**★★★½**	**51**
Crash Nitro Kart	Vivendi Universal	★★★½	76
Crazy Taxi	**Acclaim**	**★★★★**	**46**
Crouching Tiger, Hidden Dragon	Ubisoft	★★	74
Culdcept	SNK	★★★½	75
Dark Angel: Vampire Apocalypse	Metro3D	★½	49
Dark Cloud	**Sony CEA**	**★★★★½**	**46**
Dark Cloud 2	**Sony CEA**	**★★★★★**	**66**
Dark Summit	THQ	★★★½	52
Dave Mirra Freestyle BMX 2	**Acclaim**	**★★★½**	**50**
DDRMAX	Konami	★★★★	63
DDRMAX 2	Konami	★★★★	74
Dead or Alive 2: Hardcore	Tecmo	★★★★½	39
Dead to Rights	Namco	★★★	65
Def Jam: Vendetta	EA Sports Big	★★★★	67
Defender	Midway	★★★½	62
Deus Ex: The Conspiracy	Eidos	★★★★½	56
Devil May Cry	**Capcom**	**★★★★★**	**50**
Devil May Cry 2	Capcom	★★★	66
Dino Stalker	Capcom	★★★½	61
Disaster Report	Agetec	★★★½	65
Disgaea: Hour of Darkness	Atlus	★★★★	72
Disney Golf	EA Games	★★★★	61
Disney's Extreme Skate Adventure	Activision	★★★★	73
Disney's PK: Out of the Shadows	Ubisoft	★★½	63
Disney's Treasure Planet	Sony CEA	★★★½	64
Donald Duck: Goin' Quackers	Ubisoft	★★★½	42
Downforce	Titus	★★	57
Downhill Domination	Sony CEA	★★★★	71
Dr. Muto	Midway	★★½	63
Dragon Ball Z: Budokai	Atari	★★★½	65
❷ **Dragon Ball Z: Budokai 2**	**Atari**	★★½	**76**

UNLOCKABLE CHARACTERS

Here's a list of some unlockable characters and how to snag them.

Character	Condition
Android 16	Beat Android 16 with Goku.
Android 17	Beat Android 17 with Piccolo.
Android 18	Beat Android 18 with Krillen.
Android 20	Beat Android 20 with Goku.
Cell	Beat Cell with Goku.
Frieza	Beat Frieza with Goku.
Future Trunks	Beat Vegeta on Namek with Kid Trunks.
Ginyu	Beat Ginyu on Namek with Vegeta.
Gokule	Get Goku and Hercule's breakthrough.
Great Saiyaman	Beat Cell with Gohan.
Hercule	Beat Majin Buu as Great Saiyaman in Stage 6.
Nappa	Beat Nappa with Vegeta.
Raditz	Beat Raditz with Goku.
Recoome	Beat Recoome with Goku.
Saiyaman	Beat Cell with Gohan (adult) only.
Supreme Kai	Beat Supreme Kai with Goku.
Teen Gohan	Beat Cell for the last time on Supreme Kai's planet with Adult Gohan.
Teen Gohan	Beat Cell as Gohan in Stage 9.
Vegeta	Beat Vegeta with Goku on Namek.
Videl	Beat Super Buu (with Gohan absorbed) with Hercule.
Yamcha	Beat Nappa with Tien.

GAME	PUBLISHER	SCORE	ISSUE
Dragon Rage	3DO	★½	54
Drakan: The Ancients' Gates	Sony CEA	★★★★	53
Driven	Bam	★	52
Driving Emotion Type-S	Square EA	★★½	41
Drome Racers	EA Games	★★½	64
Dropship	Bam	★★★★	57
Dual Hearts	Atlus	★★★	61
Dynasty Tactics	Koei	★★★★½	61
Dynasty Tactics 2	Koei	★★★★	74
Dynasty Warriors 2	Koei	★★★★	38
Dynasty Warriors 3	Koei	★★★★	52
Dynasty Warriors 3: Xtreme Legends	Koei	★★★½	65
Dynasty Warriors 4	Koei	★★★★½	68
Dynasty Warriors 4: Xtreme Legends	Koei	★★★½	75
Ecco the Dolphin: Defender of the Future	Acclaim	★★½	56
Egg Mania: Eggstreme Madness	Kemco	★★½	61
eJay Clubworld	Crave	★★	73
Endgame	Empire	★★	59
Enter the Matrix	Atari	★★★	71
Ephemeral Fantasia	Konami	★½	49
Escape From Monkey Island	**LucasArts**	**★★★★★**	**46**
⚡ ESPN College Hoops	Sega Sports	★★★½	76
ESPN International Track & Field	Konami	★★★	39
ESPN International Winter Sports 2002	Konami	★★★★	54
ESPN MLS Extra Time	Konami	★★	44
ESPN National Hockey Night	Konami	★½	45
ESPN NBA 2Night	Konami	★★	42
ESPN NBA 2Night 2002	Konami	★★★	56
⚡ ESPN NBA Basketball	**Sega Sports**	**★★★★★**	**75**
⚡ ESPN NHL Hockey	Sega Sports	★★★★½	73
⚡ ESPN NFL Football	Sega Sports	★★★★½	72
ESPN Winter X Games Snowboarding	Konami	★★★	41
ESPN Winter X Games Snowboarding 2002	Konami	★★★	53
ESPN X Games Skateboarding	Konami	★★★★	49
Eternal Ring	Agetec	★★	38
Eve of Extinction	Eidos	★★½	56
Everblue 2	Capcom	★★★	66
Evergrace	Agetec	★★	39
⚡ EverQuest Online Adventures	Sony Online Ent.	★★½	66
⚡ EverQuest Online Adventures: Frontiers	Sony Online Ent.	★★★½	77
Evil Dead: A Fistful of Boomstick	THQ	★★★	70
Evil Twin	Ubisoft	★★	52

FETISH!

Bondage, elves, photography, robots–we've got you covered

PlayStation MAGAZINE
Issue 78
DVD ROM
NTSC U/C
RP-M
ESRB
SONY
PlayStation.2

Do you like photojournalism? Or want the chance to be an English superspy? If you just want to kick back and slay goblins, smack football guys into each other, toast baddies with dragonfire, or shoot swearing robots, we've got you covered. You can also check out insider info about The Suffering and see firsthand how spooky prison can get. Creepy!

BEYOND GOOD & EVIL

THE DETAILS:	HAVE YOU TRIED...
It's pretty crappy that such a good game is now so cheap. If you don't know what kind of game it is, now's your chance to see. Stealth, shootery, and photography are all in this demo.	**...shooting the other people?** Yeah, it's easy to shoot the big critter, but you can shoot up the other bots too. **...taking all the pictures?** So far, we've found only two animals and one piece of evidence of conspiracy. See if you can find more!

JAMES BOND 007: EVERYTHING OR NOTHING

THE DETAILS:	HAVE YOU TRIED...
You get three different areas demonstrating the varied gameplay modes. There's third-person Bond mayhem in the opener, a motorcycle chase, and a splitscreen co-op level. Alas, no seduction level.	**...using just your hands?** Just smack the crap out of everyone. The context-sensitive combat automatically pulls off cool moves for you, depending on where you are. **...sliding underneath the truck?** Speed up, slide, and use the flamethrower too.

METAL ARMS: GLITCH IN THE SYSTEM

THE DETAILS:	HAVE YOU TRIED...
This demo has a single level, but it's quite a level. With a mix of third-person jumping, shooting, robot controlling, and flying, this kinda encapsulates the *Metal Arms* experience.	**...using your control tether?** If a robot has his back toward you, use your tether to possess him. You can do this on small and huge robots alike! **...flying those big, er, flying things?** Hop in and you can use both the gun and the giant claws to take out baddies.

NFL STREET

THE DETAILS:	HAVE YOU TRIED...
There aren't any streets to be found in this demo, but you get to pit the Oakland Raiders against the Tampa Bay Buccaneers on EA Field. The first team to reach 24 points wins the whole enchilada.	**...charging the gamebreaker?** You can fill the gamebreaker meter by making big plays, but it charges much faster if you hold the Style button while running with the ball. **...actually using the gamebreaker?** Make your players virtually unstoppable.

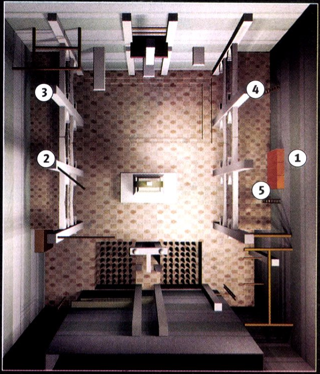
THE HOOKUP

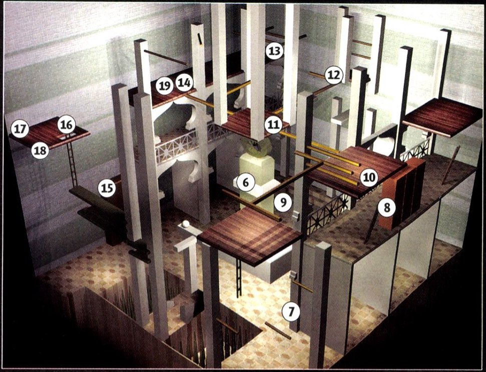
BradyGames saves the day again, supplying fresh *Prince* strategies from its excellent guide.

PRINCE OF PERSIA: THE SANDS OF TIME

Illuminating the Puzzle of Light

The Hall of Learning contains a lot more than books. This magnificent place of education also contains numerous mirrors, two light-absorbing symbols, and two energy crystals. The Prince must position the various mirrors so that the light coming in from the hallway is reflected onto the symbols and then through both crystals. Solving this puzzle is the only way to continue the journey to the Tower of Dawn. It requires numerous steps, so follow them closely.





MIRROR LOCATIONS

All of the mirror pedestals are out of place, but their correct locations are not far away. Look for the brown stained area on the floor near each mirror and pull or push the mirror into its correct position. Only mirrors with levers can be rotated, but many of the nonrotating mirrors may require some minor adjustments later.

LIGHTING THE FIRST SYMBOL

① Find the mirror in the hallway leading into the Hall of Learning and rotate its lever twice so that the light is reflected into the room instead of away from it.

② Follow the beam of light to the far end of the room and pull the mirror forward so that it's positioned over the brown stain on the floor and the light is reflecting to the right.

③ Locate the mirror in the right-hand corner and slide it into position to direct the light back toward the front of the room.

④ Return to the front of the room and maneuver the mirror pedestal on the left so that it's reflecting the light against a wall on the right.

⑤ The light should now be shining on a cracked wall. Break through the wall with the sword and pull the final mirrored pedestal on this floor into position.

LIGHTING THE SECOND SYMBOL

⑥ Climb up the stone block in the center of the room, then run up and grab the first ledge on the statue that has risen from within the block. Jump from this upper perch onto the partial arch above the pit of spikes on the left.

⑦ Jump across to the ledge on the wall, then run along that wall to the left to reach the ledge above the Sand Vortex. Jump from the ledge to the flagpole, then swing across the flagpoles to the first-floor landing. Farah finds her way to a landing across the room and pulls a lever that reveals a second sundial-like symbol.

⑧ Run up the side of the stone column and press the white switch. This causes a section of the bookshelves to protrude from the wall. Quickly jump back and forth between the side of this bookshelf and the wall to the left of it until you reach the top of the shelf. Run along the wall to the right and pause on the ledge. From there, run across the two elongated windows and leap onto the ladder hanging down from the ledge above.

⑨ Climb the ladder to the ledge above and watch for the two pinching spikes to retract into the wall. Quickly roll up onto the platform and retrieve the Sand Cloud on the right. Run up the wall where the pinching spikes appear and leap for the beam directly above the platform.

⑩ Tiptoe across this beam and fend off the sand bats that attack. Leap across to the pair of stacked beams and drop down onto the platform below them.

⑪ Head back past the buzz saws to the middle platform along this wall. Cross the beam to the room's central platform. Then rotate the mirror clockwise once so that the light shining through the dome is now directed across the room in the opposite direction from which you just came.

⑫ Walk out onto the T-shaped beam to the right of the mirror and jump from the leftmost portion of this beam to the wooden platform near the wall. Jump up, grab the lower bar, swing from the lower bar to the wall, then leap from the wall to the upper bar. Swing from the upper bar to the upper wooden beam.

⑬ Jump across to the wooden beams near the corner. Beware of the sand bats that attack, and drop down to the wooden balcony near the mirror in the corner.

⑭ This lengthy balcony has two mirrors on it. First, position the mirror nearest the light beam so it's directed to the right. Then position the other mirror so that the light is reflected across the room to the energy crystal in the far corner. Continue adjusting this mirror until the light hits the crystal dead-on.

LIGHTING THE THIRD SYMBOL

⑮ From the second symbol, hop over the railing and leap onto the stone platform extending out from the wall. Run and leap for the rope, then swing from rope to rope to reach the ledges under the windows.

⑯ Carefully sidle along the ledges to the right-hand corner and leap onto the ladder. Climb the ladder to the platform high above.

⑰ Break through the cracked wall to reveal a hidden mirror and yet another cracked wall. Breaking through the second wall reveals yet another breakable wall and also a lever. Pull the lever to extend a concrete walkway between the corner platforms on this side of the room.

⑱ Slide the concealed mirror out onto the wooden platform. Make sure that it's in line with the three holes in the walls and, most important, the energy crystal at the far end of the makeshift tunnel.

⑲ Run across the concrete walkway and push the first of the two mirrors out of its current position. Grab the second mirror on this platform and pull it into the other mirror's position. This directs the light to the left instead of the right, sending it into the second energy crystal.

Once the light reaches the second energy crystal, it's sent all the way down to the ground floor, where it lights a symbol on the floor behind the heavy gate. With the symbol lit and the gate raised, the Prince can enter this sacred room and lay claim to a new weapon!

Pull the lever behind the table with the sword to open the gate leading out of the Hall of Learning. Follow Farah across the room and down the steps on the far side.

Is *Return of the King* a freakin' awesome movie, or what? Yeah, we know this doesn't have anything to do with *Prince of Persia*. Deal with it.

1989

The year that saw the release of the original *Prince of Persia,* and also two of the more important albums from the '80s:

Paul's Boutique by the Beastie Boys and *Doolittle* by the Pixies.

GAME	PUBLISHER	SCORE	ISSUE
Evolution Skateboarding	Konami	★★½	63
Evolution Snowboarding	Konami	★	65
Extermination	Sony CEA	★★½	48
Extreme-G III	Acclaim	★★★★	50
Eye Toy	Sony	★★★★½	74
F1 2001	**EA Sports**	★★★★★	**52**
F1 2002	EA Sports	★★★★½	60
F1 Career Challenge	**EA Sports**	★★★★★	**71**
F1 Championship	Ubisoft	★★★★	43
F1 Championship Season 2000	EA Sports	★★½	41
Fantavision	Sony CEA	★★★★	40
Fatal Frame	Tecmo	★★★★	55
Fatal Frame 2: Crimson Butterfly	Tecmo	★★★★	77
Ferrari F355 Challenge	Sega	★★	61
FIFA 2001 Major League Soccer	EA Sports	★★★★½	39
FIFA 2002	EA Sports	★★★★½	51
FIFA Soccer 2003	**EA Sports**	★★★★★	**63**
⚡FIFA Soccer 2004	**EA Sports**	★★★★★	**75**
Fighter Maker 2	Agetec	★½	64
Final Fantasy X	**Square EA**	★★★★★	**53**
④ **Final Fantasy X-2**	**Square Enix USA**	★★★★★	**75**

GOOD ENDING

Here's a quick guide to getting a good ending (not necessarily the best ending, but a damn fine one nonetheless): First, in Chapter 3, go to Guadosalam and talk with Maechen. Afterward, talk to both Logos and Omni, then LeBlanc, and then talk to Logos and Omni again. They will tell you to meet them in their room. Go to the secret passageway and you'll see two spheres. Next, walk around the room until you find another sphere. Watch it and then talk to Maechen when he comes in. Talk to him some more after he's done. At the end of Chapter 3, when Yuna falls into the Farplane Abyss (the field of flowers), start pressing X until you hear some whistling. Follow the illuminated path, and when you reach the end, you'll be given the option to see something more. Hit "yes!", of course. Hopefully, if you've reached 100 percent completion, you'll get an even better ending.

Finding Nemo	THQ	★★★½	71
Fireblade	Midway	★★½	59
Fisherman's Challenge	Konami	★★	67
Ford Racing 2	Gotham Games	★★½	76
Forever Kingdom	Agetec	★½	53
Formula One 2001	Sony CEA	★★½	50
Freaky Flyers	Midway	★★★½	72
Freedom Fighters	**EA Games**	★★★★★	**73**
Freekstyle	EA Sports Big	★★★★	59
Freestyle Metal X	Midway	★★★	71
Frequency	Sony CEA	★★★½	52
Frogger: The Great Quest	Konami	★½	53
Frogger's Adventure: The Rescue	Konami	★★½	76
Fugitive Hunter	Encore	★	76
Funkmaster Flex's Digital Hitz Factory	XS Games	★★★★	76
Fur Fighters: Viggo's Revenge	Acclaim	★★★	46
Futurama	Vivendi Universal	★★½	72
G1 Jockey 3	Koei	★★★½	69
Gadget Racers	Conspiracy	★★★½	50
Galerians: Ash	Sammy	★½	66
Gallop Racer	Tecmo	★★	48
Gallop Racer 2003: A New Breed	Tecmo	★★★	69
Gauntlet: Dark Legacy	Midway	★★★½	46
The Getaway	Sony CEA	★★★★	66
Giants: Citizen Kabuto	Interplay	★★★½	51
Gitaroo-Man	Koei	★★★½	53
Gladiator: Sword of Vengeance	Acclaim	★★	75

GAME	PUBLISHER	SCORE	ISSUE
Gladius	LucasArts	★★★★	74
Goblin Commander: Unleash the Horde	Jaleco	★★½	76
Godai: Elemental Force	3DO	★½	54
Gradius III and IV	Konami	★★½	39
Gran Turismo 3: A-spec	**Sony CEA**	★★★★★	**46**
Grand Prix Challenge	Atari	★★★½	68
Grand Theft Auto: Vice City	**Rockstar**	★★★★★	**63**
Grand Theft Auto III	**Rockstar**	★★★★★	**52**
Grandia II	Ubisoft	★★★½	53
Grandia Xtreme	Enix	★★★½	62
Gravity Games Bike: Street, Vert, Dirt	Midway	½	61
The Great Escape	Gotham Games	★★★½	72
GTC Africa	Majesco	★★½	58
Guilty Gear X	Majesco/Sammy	★★★★	51
Guilty Gear X2	Sammy	★★★★	66
Gungrave	Sega	★★★½	61
Gungriffon Blaze	Working Designs	★★★½	39
Half-Life	**Sierra**	★★★★★	**51**
Harry Potter: Quidditch World Cup	EA Games	★★★	75
Harry Potter and the Chamber of Secrets	EA Games	★★★½	64
Harry Potter and the Sorcerer's Stone	EA Games	★½	76
Harvest Moon: Save the Homeland	Natsume	★★★★	51
Haunted Mansion	TDK	★★★	77
Haven: Call of the King	Midway	★★★½	64
Headhunter	Acclaim	★★★	57
Herdy Gerdy	Eidos	★★★	56
Heroes of Might and Magic	3DO	★★½	46
Hidden Invasion	Conspiracy	★★★	60
High Heat MLB 2002	3DO	★★★★	44
High Heat MLB 2003	3DO	★★★★½	55
High Heat MLB 2004	**3DO**	★★★★★	**67**
Hitman 2: Silent Assassin	Eidos	★★★★½	63
The Hobbit	Vivendi Universal	★★★½	76
Hot Shots Golf 3	Sony CEA	★★★★	55
Hot Wheels: Velocity X	THQ	★★½	64
The Hulk	Vivendi Universal	★★★★	70
Hunter: The Reckoning–Wayward	Interplay	★★½	72
Hypersonic Xtreme	Majesco	★★½	67
I-Ninja	Namco	★★★½	75
Ico	**Sony CEA**	★★★★★	**50**
Indiana Jones and the Emperor's Tomb	LucasArts	★★★	71
Indy Car Series	Codemasters	★★★	71
Intellivision Lives!	Crave	★★★½	77
Island Extreme Stunts	EA Games	★★★½	65
The Italian Job	Eidos	★★	72
Jade Cocoon 2	Ubisoft	★★★½	53
Jak and Daxter: The Precursor Legacy	**Sony CEA**	★★★★★	**52**
Jak II	Sony CEA	★★★½	74
James Bond 007: Agent Under Fire	EA Games	★★★★	52
James Bond 007: NightFire	Activision	★★★★½	64
James Cameron's Dark Angel	Sierra	★★	65
Jeopardy!	Atari	★★½	77
Jeremy McGrath Supercross World	Acclaim	★	53
Jet X20	Sony CEA	★★	63
Jonny Moseley Mad Trix	3DO	★½	54
The Jungle Book: Rhythm n' Groove	Ubisoft	★★★	69
Jurassic Park: Operation Genesis	Universal Int.	★★★★½	68
K-1 World Grand Prix	Konami	★★	71
Karaoke Revolution	Konami	★★★★	75
Kelly Slater's Pro Surfer	Activision	★★★½	61
Kengo: Master of Bushido	Crave	★★★	42
Kessen	EA Games	★★★	39
Kessen II	Koei	★★★	51
Kill.Switch	Namco	★★★★½	75
Kinetica	Sony CEA	★★★★½	50
The King of Fighters 2000/2001	Bandai	★★½	76
The King of Route 66	Sega	★★★	67
King's Field: The Ancient City	Agetec	★★	55
Kingdom Hearts	Square EA	★★★★½	61
Klonoa 2: Lunatea's Veil	Namco	★★★★½	47
Knockout Kings 2001	EA Sports	★★★★	42
Knockout Kings 2002	EA Sports	★★★★	55
Kya: Dark Lineage	Atari	★★½	76
Le Mans 24 Hours	Infogrames	★★½	48

REPLAY FORUM

PRINCELY SECRET:

Here's a cool code: To unlock the first level of the original *POP*, now rendered in 3D, start a new game, then stay on the balcony and hold L3, then press X, Square, Triangle, Circle, Triangle, X, Square, Circle. There's also a picture of the development team on one of the walls in the remade level. Enjoy!

Robert Ramnauth
AngelusVII@aol.com

FLY IN VICE CITY

This is for *GTA: Vice City*. I found a way to make the seaplane do a loop. First, get the plane. Get up into the air and go straight up as high as you can. Then dive to the ground, but before you hit the ground, pull up. Do this a couple of times. Once the plane has enough speed, go up as high as the plane will go. The plane will kind of stall (it won't roll over like it does if you don't have enough speed); then quickly push the Up button. The plane should start at the top of the loop; when it starts downward, quickly push the Down button to level it out. This is kind of hard and you have to be quick or you will crash into the ground. This does work, but it may take a couple tries, so be patient.

Patrick Blansett
pdb0886@msn.com

TRUE CRIME DOGG

Word *OPM*! How do I unlock Snoop Dogg in *True Crime*?

Tony Patton
Athens, GA

Just collect 30 bones scattered throughout Los Angeles.

GAME	PUBLISHER	SCORE	ISSUE
Legacy of Kain: Defiance	Eidos	★★½	76
Legaia 2: Duel Saga	Fresh Games	★★★	63
The Legend of Alon D'ar	Ubisoft	★½	54
Legends of Wrestling	Acclaim	★★½	53
Legends of Wrestling II	Acclaim	★★★	65
Legion: The Legend of Excalibur	Midway	★★★	59
Lego Racers 2	Lego Media	★★½	51
Lethal Skies	Sammy	★★★	58
Lethal Skies II	Sammy	★★★½	74
Looney Tunes: Back in Action	EA Games	★	76
The Lord of the Rings: Fellowship of the Ring	Black Label	★★★½	63
The Lord of the Rings: The Two Towers	EA Games	★★★★½	63
⑨ **⚡The Lord of the Rings: The Return of the King**	**EA Games**	★★★★★	**75**

RETURN OF THE CODE

Once you complete the game for the first time, you'll unlock the secret codes list. Then do the following:

1) Start a mission.
2) Press Start to pause the game.
3) Press and hold L1 + R1 + L2 + R2.
4) Enter the code for the intended effect.

Code	Effect
↓, ↑, △, □	All upgrades
△, ↓, △, ↑	Always devastating
□, □, ↑, ○	Infinite missiles
□, ○, ○, ↓	Invulnerable
○, ↑, △, ↓	Perfect mode
□, □, ○, ○	Restore health
↑, ○, ↓, □	Targeting indicator mode
↑, □, △, ↓	Unlocks Aragorn's 4-hit combo
△, ↑, □, ✕	Unlocks Gandalf's level 4 abilities

Lowrider	Jaleco	★½	77
Mace Griffin Bounty Hunter	Vivendi Universal	★★	71
Mad Maestro!	Eidos/Fresh	★★★	56
Madden NFL 2001	EA Sports	★★★★½	38
Madden NFL 2002	EA Sports	★★★★½	48
⚡Madden NFL 2003	**EA Sports**	★★★★★	**60**
⑤ **⚡Madden NFL 2004**	**EA Sport s**	★★★★★	**72**

CHEAP WAY TO MAKE MONEY

Start a regular game (season or home playoff), save, and then quit. Reload your franchise file, and it will resume where you last saved, but the computer will recharge everyone, so all your ticket sales, concessions, and whatnot will be doubled. This only works when you're the home team, though.

Magic Pengel: The Quest for Color	Agetec	★★★★	69
⑮ **Manhunt**	**Rockstar**	★★★½	***76***

GOD MODE

That whole sidebar not enough for you? Fine then, here's one more code, just for you. You need to finish the game on Fetish difficulty first and then key this in on the Title screen: ↓, ↓, ○, ↑, □, △, □, R2, ↑, ↑, L1, △.

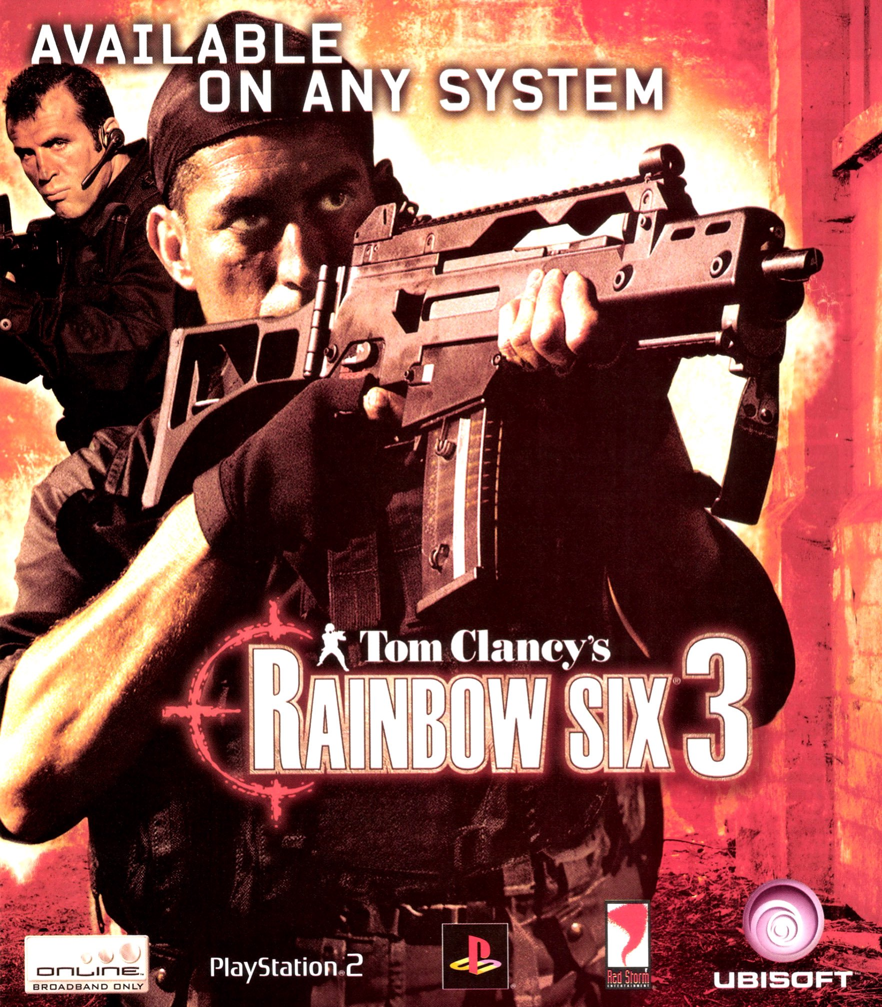
The Mark of Kri	Sony CEA	★★★	59
Marvel vs. Capcom 2	Capcom	★★★★	61
Mat Hoffman's Pro BMX 2	Activision	★★★★	60
Max Payne	Rockstar	★★★★	53

⑭ **Max Payne 2: The Fall of Max Payne**	**Rockstar**	★★★½	***77***

ADDITIONAL ENDING

Finish the game on Detective mode to unlock Hardboiled mode. Complete it again on Hardboiled mode to unlock Dead on Arrival mode. Finally, finish it on Dead on Arrival mode to get the second ending.

Maximo: Ghosts to Glory	Capcom	★★★½	54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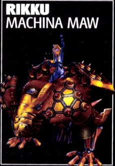
THE CATALOG
Like this cosplay? Get all this and more in that super-duper deluxe limited edition of their *FFX-2* guide.

FINAL FANTASY X-2

Dress you up in my love

RIKKU
MACHINA MAW



You get Rikku's special dressphere in Chapter 2 while investigating the Oasis at Bikanel Desert during the mission to obtain three Leblanc Syndicate uniforms. The three portions of Machina Maw act as a three-member party. Each part can cast protective spells on the other parts, and each can inflict devastating physical attacks and status impairments on enemies. To use Machina Maw more often, equip her with the Unerring Path Garment Grid. It's faster to switch to this dressphere because she needs to change only once before transforming into Machina Maw.

To enable the "Break HP Limit" and "Break Damage Limit" abilities, you must obtain the Machina Reactor and Machina Booster key items. The Machina Booster is found in a treasure chest near the lift up to the Youth League headquarters at Mushroom Rock Road during Chapter 5. To get the Machina Reactor, dispatch level 1, 2, 3, 4, and 5 chocobos three times each from Clasko's Chocobo Ranch at the Calm Lands out into Spira looking for items. In addition, all of your Choco-Runners must be level 5. When you return to the ranch later, Clasko reports that the chocobos found a secret dungeon at the Calm Lands. There it is.

PAINE
FULL THROTTLE

You can get Paine's special dressphere as early as Chapter 1. Find Tromell at Macalania Woods, speak to him four times, and you got it. The three portions of Full Throttle act as a three-member party. The main body has elemental attack abilities, the Dextral Wing inflicts status and damage on foes, and the Sinistral Wing lets you cast status adjustments on Full Throttle as a whole, as well as on enemies. To use Full Throttle more often, do the Rikku trick of equipping Paine with the Unerring Path Garment Grid.

To enable the "Break HP Limit" and "Break Damage Limit" abilities, you must obtain the Victor Primoris and Corpus Invictus key items. Victor Primoris is located on a ledge just over the side of the northernmost curve in the Mi'ihen Highroad. To reach the item, ride a chocobo to the spot and wait in the gap for a few seconds until the chocobo offers to go. First, the chocobo will fly up to open a different chest, but if you repeat the process, it will fly into the chasm to obtain the Victor Primoris. Corpus Invictus is located in one of the chests inside the secret dungeon of the Thunder Plains. During Chapter 5, go to the Thunder Plains and defeat all of the fiends attacking the lightning towers. Afterward, an Al Bhed man will offer to take you to the secret dungeon. After finding Cid in the dungeon, explore further and open secret stone walls to uncover the chest with Corpus Invictus inside.

YUNA
FLORAL FALLAL

You get Yuna's special dressphere during Chapter 2 while traveling the Djose Highroad just south of the temple during the mission to obtain three Leblanc Syndicate uniforms. The three portions of Floral Fallal act as a three-member party. Some portions can cast protective spells on the other parts, and each can inflict devastating magic attacks on enemies. To use Floral Fallal more often, equip Yuna with the Unerring Path Garment Grid, which has only two dressphere nodes. This makes switching into Yuna's special dressphere much faster, since she needs to change only once before transforming into Floral Fallal.

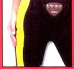
It takes two key items to enable the "Break HP Limit" and "Break Damage Limit" abilities on Floral Fallal: Aurora Rain and Twilight Rain. Aurora Rain is contained in a treasure chest inside the cave at the bottom of the gorge at the Calm Lands during Chapter 5. Twilight Rain is found in a treasure chest below the waterfalls at Besaid Island during Chapter 5.

FLORAL FALLAL ABILITIES (**Main Commands:** Attack, Fallalery, Great Whirl, Libra)

Name	AP	MP	Description	Required Abilities
Attack	0	0	Attack one enemy.	None
Libra	4	0	View detailed information about one enemy.	None
Heat Whirl	0	0	Unleash a chain of fire attacks on all enemies.	None
Ice Whirl	0	0	Unleash a chain of ice attacks on all enemies.	None
Electric Whirl	0	0	Unleash a chain of lightning attacks on all enemies.	None
Aqua Whirl	0	0	Unleash a chain of water attacks on all enemies.	None
Barrier	20	36	Guard fully against magical attacks.	None
Shield	20	36	Guard fully against physical attacks.	Barrier
Flare Whirl	24	64	Unleash a chain of non-elemental attacks on all enemies.	None
Great Whirl	30	0	Inflict heavy damage on all enemies.	Flare Whirl
All-Life	8	70	Revive the party from KO.	None
Ribbon	0	0	Guards against all status ailments.	None
Double HP	20	0	Doubles max HP.	None
Triple HP	30	0	Triples max HP.	Double HP
Break HP Limit	20	0	Allows max HP to exceed 9999.	Aurora Rain key item
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Twilight Rain key item

What else do you want to know about *FFX-2*? Write to us at opm@ziffdavis.com.

$5 mil. The price tag on Jules Asner's 2002 diamond-encrusted Oscar dress, purported to be the most expensive dress ever.



FANCY PANTS
Reicorp sells electric toning pants that are "ideal for shaping the buttocks and thighs."

FLORAL FALLAL RIGHT PISTIL ABILITIES (Main Commands: Right Stigma, Right Pistilplay)

Name	AP	MP	Description	Required Abilities
White Pollen	0	0	Restore the party's HP.	None
White Honey	10	0	Gradually restore the party's HP over time.	None
Hard Leaves	0	0	Reduce the magical damage inflicted on the party.	None
Tough Nuts	0	0	Reduce physical damage inflicted on the party.	None
Mirror Petals	0	0	Deflect spells cast at the party back at the enemy.	None
Floral Rush	20	0	Cast Haste on the party.	White Honey
Floral Bomb	0	0	Damage all enemies and lower their Strength.	None
Fallal Bomb	10	0	Damage all enemies and lower their Defense.	None
Floral Magisol	10	0	Damage all enemies and lower their Magic.	Fallal Bomb
Fallal Magisol	10	0	Damage all enemies and lower their Magic Defense.	Floral Magisol
Right Stigma	20	0	Damage one enemy.	Fallal Magisol
Ribbon	0	0	Guards against all status ailments.	None
Double HP	20	0	Doubles max HP.	None
Triple HP	30	0	Triples max HP.	Double HP
Break HP Limit	20	0	Allows max HP to exceed 9999.	Aurora Rain key item
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Twilight Rain key item

FLORAL FALLAL LEFT PISTIL ABILITIES (Main Commands: Left Stigma, Left Pistilplay)

Name	AP	MP	Description	Required Abilities
Dream Pollen	0	0	Inflict damage and Sleep on all enemies.	None
Mad Seeds	0	0	Inflict damage and Berserk on all enemies.	None
Sticky Honey	0	0	Inflict damage and Slow on all enemies.	None
Halfdeath Petals	0	0	Halve the HP of all enemies.	None
Poison Leaves	10	0	Inflict damage and Poison on all enemies.	None
Death Petals	10	0	Instantly defeat one enemy. Sometimes fails.	Poison Leaves
Silent White	0	0	Inflict damage, Silence, and Darkness on all enemies.	None
Congealed Honey	20	0	Inflict damage and Stop on all enemies.	None
Panic Floralysis	10	0	Inflict damage and Confusion on all enemies.	Congealed Honey
Ash Floralysis	10	0	Inflict damage and Petrification on all enemies.	Panic Floralysis
Left Stigma	20	0	Damage one enemy.	None
Ribbon	0	0	Guards against all status ailments.	None
Double HP	20	0	Doubles max HP.	None
Triple HP	30	0	Triples max HP.	Double HP
Break HP Limit	20	0	Allows max HP to exceed 9999.	Aurora Rain key item
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Twilight Rain key item

MACHINA MAW ABILITIES (Main Commands: Attack, Machinations, Revival, Vajra)

Name	AP	MP	Description	Required Abilities
Attack	0	0	Attack one enemy.	None
Revival	10	0	Revive one KO'd character.	None
Death Missile	0	12	Instantly defeat one enemy. Sometimes fails.	None
Bio Missile	0	12	Inflict damage and Poison on one enemy.	None
Break Missile	0	12	Inflict damage and Petrification on one enemy.	None
Berserk Missile	10	12	Inflict damage and Berserk on one enemy.	None
Stop Missile	10	12	Inflict damage and Stop on one enemy.	Berserk Missile
Confuse Missile	10	12	Inflict damage and Confusion on one enemy.	Stop Missile
Shockwave	20	36	Damage all enemies.	None
Shockstorm	20	36	Damage all enemies and delay their actions.	Shockwave
Vajra	30	0	Damage all enemies.	Shockstorm
Ribbon	0	0	Guards against all status ailments.	None
Double HP	20	0	Doubles max HP.	None
Triple HP	30	0	Triples max HP.	Double HP
Break HP Limit	20	0	Allows max HP to exceed 9999.	Machina Reactor key item
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Machina Booster key item

MM CRUSHER-L ABILITIES (Main Commands: Homing Ray, Crush, HP Repair, MP Repair)

Name	AP	MP	Description	Required Abilities
Howitzer	0	12	Damage one enemy.	None
Blind Shell	10	12	Inflict damage and Darkness on one enemy.	None
Silence Shell	10	12	Inflict damage and Silence on one enemy.	Blind Shell
Anti-Magic Shell	10	12	Damage one enemy and lower its Magic.	Silence Shell
Anti-Mental Shell	10	12	Damage one enemy and lower its Magic Defense.	Anti-Magic Shell
Booster	20	30	Cast Haste on the party.	None
Offense	20	10	Raise one character's Strength.	None
Defense	20	10	Raise one character's Defense.	Offense
HP Repair	0	0	Restore HP to one character.	None
MP Repair	0	0	Restore MP to one character.	None
Homing Ray	0	0	Damage one enemy.	None
Ribbon	0	0	Guards against all status ailments.	None
Double HP	20	0	Doubles max HP.	None
Triple HP	30	0	Triples max HP.	Double HP
Break HP Limit	20	0	Allows max HP to exceed 9999.	Machina Reactor key item
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Machina Booster key item

MM SMASHER-R ABILITIES (Main Commands: Homing Ray, Smash, HP Repair, MP Repair)

Name	AP	MP	Description	Required Abilities
Howitzer	0	12	Damage one enemy.	None
Sleep Shell	10	12	Inflict damage and Sleep on one enemy.	None
Slow Shell	10	12	Inflict damage and Slow on one enemy.	Sleep Shell
Anti-Power Shell	10	12	Damage one enemy and lower its Strength.	Slow Shell
Anti-Armor Shell	10	12	Damage one enemy and lower its Defense.	Anti-Power Shell
Scan	10	0	View detailed information about one enemy.	None
Shellter	20	10	Cast Shell on the party.	None
Protector	20	10	Cast Protect on the party.	Shellter
HP Repair	0	0	Restore HP to one character.	None
MP Repair	0	0	Restore MP to one character.	None
Homing Ray	0	0	Damage one enemy.	None
Ribbon	0	0	Guards against all status ailments.	None
Double HP	20	0	Doubles max HP.	None
Triple HP	30	0	Triples max HP.	Double HP
Break HP Limit	20	0	Allows max HP to exceed 9999.	Machina Reactor key item
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Machina Booster key item

FULL THROTTLE ABILITIES (Main Commands: Attack, Throttle, Fright, Sword Dance)

Name	AP	MP	Description	Required Abilities
Attack	0	0	Attack one enemy.	None
Fright	20	0	Damage and confuse, while delaying its actions.	Assoil
Aestus	0	0	Deal fire damage to one enemy.	None
Winterkill	0	0	Deal ice damage to one enemy.	None
Whelmen	0	0	Deal water damage to one enemy.	None
Levin	0	0	Deal lightning damage to one enemy.	None
Wisenen	10	0	Reduce one enemy's HP by 3/4.	None
Fiers	20	0	Deal critical damage to one enemy.	Wisenen
Deeth	20	0	Instantly defeat one enemy. Sometimes fails.	Fiers
Assoil	20	0	Deal holy damage to one enemy.	None
Sword Dance	30	0	Damage all enemies.	Fright
Ribbon	0	0	Guards against all status ailments.	None
Double HP	20	0	Doubles max HP.	None
Triple HP	30	0	Triples max HP.	Double HP
Break HP Limit	20	0	Allows max HP to exceed 9999.	Corpus Invictus key item
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Victor Primoris key item

FT DEXTRAL WING ABILITIES (Main Commands: Dextral Arts, Stamina, Mettle, Reboot)

Name	AP	MP	Description	Required Abilities
Venom Wing	0	12	Inflict damage and Poison on one enemy.	None
Blind Wing	0	12	Inflict damage and Darkness on one enemy.	None
Mute Wing	0	12	Inflict damage and Silence on one enemy.	None
Rock Wing	10	12	Inflict damage and Petrification on one enemy.	None
Lazy Wing	0	12	Inflict damage and Sleep on one enemy.	None
Violent Wing	10	12	Inflict damage and Berserk on one enemy.	None
Still Wing	10	12	Inflict damage and Stop on one enemy.	None
Crazy Wing	10	12	Inflict damage and Confusion on one enemy.	Violent Wing
Stamina	0	0	Restore HP to one character.	None
Mettle	0	0	Restore MP to one character.	None
Reboot	10	0	Revive one KO'd character.	None
Ribbon	0	0	Guards against all status ailments.	None
Double HP	20	0	Doubles max HP.	None
Triple HP	30	0	Triples max HP.	Double HP
Break HP Limit	20	0	Allows max HP to exceed 9999.	Corpus Invictus key item
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Victor Primoris key item

FT SINISTRAL WING ABILITIES (Main Commands: Sinistral Arts, Stamina, Mettle, Reboot)

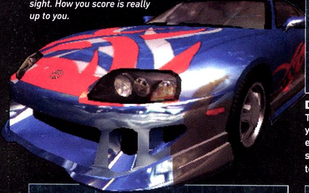
Name	AP	MP	Description	Required Abilities
Steel Feather	0	12	Raise the party's Strength.	None
Diamond Feather	0	12	Raise the party's Defense.	None
White Feather	0	16	Lower the Strength of all enemies.	None
Buckle Feather	0	16	Lower the Defense of all enemies.	None
Cloudy Feather	10	16	Lower the Magic of all enemies.	None
Pointed Feather	10	16	Lower the Magic Defense of all enemies.	Cloudy Feather
Pumice Feather	10	38	Cast Haste on the party.	None
Ma'at's Feather	10	0	View detailed information about one enemy.	None
Stamina	0	0	Restore HP to one character.	None
Mettle	0	0	Restore MP to one character.	None
Reboot	10	0	Revive one KO'd character.	None
Ribbon	0	0	Guards against all status ailments.	None
Double HP	20	0	Doubles max HP.	None
Triple HP	30	0	Triples max HP.	Double HP
Break HP Limit	20	0	Allows max HP to exceed 9999.	Corpus Invictus key item
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Victor Primoris key item

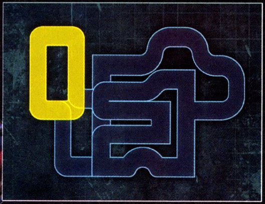
www.driftracing.com
Your authoritative Internet guide to drift racing around the country.

NEED FOR SPEED: UNDERGROUND

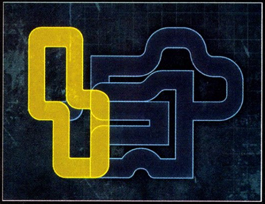
Drift racing

In drift racing, there isn't one solid winning strategy or principle aside from big drift equals big points. The hottest racers on these courses have the best timing, they know how their cars perform, and they've memorized each corner of each track to its smallest detail. There are no ideal lines, as they are affected by the variables of the car, drive train type, speed, timing, and foresight. How you score is really up to you.

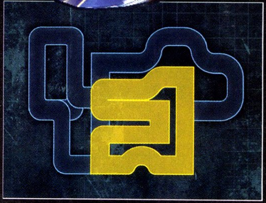




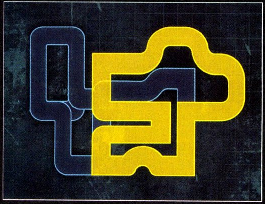
DRIFT COURSE 1
This drift course is your most basic oval, designed to give you the feel for the different surface on which you'll be earning some sick style points. With regular length straights and standard radius corners, this track allows you to practice your slides with relative consistency.



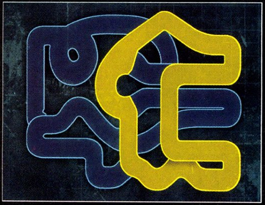
DRIFT COURSE 2
Here's your introduction to S-curves. Learning the right timing to effectively link slides from side to side is critical. There is a link time limit, so switch to the other side as soon as possible or you'll lose the linking effect and the associated bonuses.



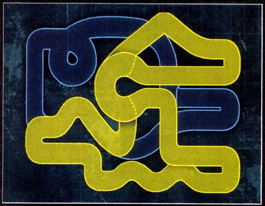
DRIFT COURSE 3
Hairpin corners make for some interesting racing dynamics. This track introduces you to these, which to some drivers are nothing but pure nightmare. This course provides hairpins with following S-curves to hone your linking skills.



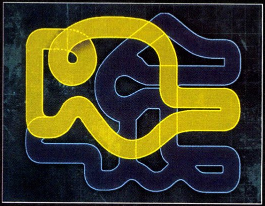
DRIFT COURSE 4
Track four is the first of the mixed combo tracks. With a slight change in elevation, this track throws you your first real test of your combo slide linking skills.



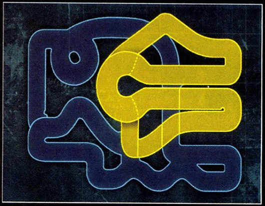
DRIFT COURSE 5
For this course, the changes in elevation make the uphill hairpin a new challenge. Perfect your timing to slide fast all the way around the corner for some sick style points.



DRIFT COURSE 6
Drift track six has a series of S-curves leading into an uphill circular corner, providing quite a challenge to your linking and timing. You know you've hit the sweet spot when you can link multiple drifts through the entire series of S-curves. If you can pull this off then hit the uphill circle, your style point counter could easily exceed 20,000 for this section alone.



DRIFT COURSE 7
This is a drift track for those with a heavy foot. Long, sweeping, shallow angles make for great high-speed drifts around the corners. This helps max out your style points. With a hairpin and a multilevel spiral corner, this track has some serious potential for high-speed linking. Hold your drifts until the last second to rack up the score. Focus on speed drifts here and fully work the bonus zone.



DRIFT COURSE 8
A couple of high-speed turns and several hairpins make it difficult to link combos effectively through this track. The corners are spaced out, so you need perfect timing and off-the-hook speeds to pull it off. The track's centerpiece is a tight circular corner that can frustrate even the hottest drift racers.

Have you drift raced? Scooter has, and he says it's fun. Tell us about it at opm@ziffdavis.com.

DID YOU KNOW?

All the space combat scenes in the *Star Wars* movies were inspired by World War II air combat footage.

GAME	PUBLISHER	SCORE	ISSUE
Maximo vs. Army of Zin	Capcom	★★★★	77
MDK2 Armageddon	Interplay	★★★½	45
Medal of Honor: Frontline	**EA Games**	★★★★★	**58**
❽ ⚡ **Medal of Honor: Rising Sun**	**EA Games**	★★★½	**76**

Hey, passwords for you! Don't say we never did anythin' for ya. Go into the Options menu and input these:

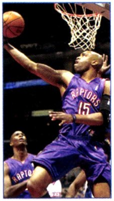
Password	Effect
MANDARIN	Achilles head mode
PUFFER	Always sniper mode
TANG	Bullet-shield mode
TRIGGER	Invisible soldiers mode
HOGFISH	Perfectionist mode
DAMSEL	Rubber grenades mode
GARIBALDI	All replay items
SPINEFOOT	Makes everyone's arms HUGE
SEAHORSE	Men with hats
TILEFISH	Silver-bullet mode
GOBY	Unlimited ammunition
BUTTERFLY	Unlocks all missions

GAME	PUBLISHER	SCORE	ISSUE
Mega Man X7	Capcom	★★★½	74
Men in Black II: Alien Escape	Infogrames	★★½	60
Metal Arms: Glitch in the System	Vivendi Universal	★★★★	75
Metal Gear Solid 2	**Konami**	★★★★★	**51**
Metal Gear Solid 2: Substance	**Konami**	★★★★★	**67**
Metropolismania	Natsume	★★★	61
Midnight Club	**Rockstar**	★★★★	**39**
⚡ **Midnight Club II**	**Rockstar**	★★★★★	**67**
Midway Arcade Treasures	Midway	★★★½	76
Mike Tyson Heavyweight Boxing	Codemasters	★	58
Minority Report	Activision	★★½	65
Mission: Impossible–Operation Surma	Atari	★★	77
Mister Mosquito	Eidos/Fresh	★★★½	56
MLB 2004	Sony CEA	★★★	67
MLB Slugfest 20-03	Midway	★★★★	59
MLB Slugfest 20-04	Midway	★★★★	67
Mobile Light Force 2	XS Games	★★★½	69
Mobile Suit Gundam: Encounters in Space	Bandai	★	75
Mobile Suit Gundam: Federation vs. Zeon	Bandai	★★★½	61
Mobile Suit Gundam: Journey to Jaburo	Bandai	★	48
Mobile Suit Gundam: Zeonic Front	Bandai	★★★	54
Mojo!	Crave	★★½	73
Monopoly Party	Infogrames	★★★	65
Monster 4x4: Masters of Metal	Ubisoft	★★½	77
Monster Rancher 3	Tecmo	★★★★	50
Monster Rancher 4	Tecmo	★★★½	75
Monsters, Inc.	Sony CEA	★★★½	55
Mortal Kombat: Deadly Alliance	Midway	★★★★	64
MotoGP	Namco	★★★★	39
MotoGP2	Namco	★★★★½	53
MotoGP3	Namco	★★★★½	67
Motor Mayhem	Infogrames	★★★	47
MTV Music Generator 2	Codemasters	★★★	46
MTV's Celebrity Deathmatch	Gotham Games	★½	76
The Mummy Returns	Universal	★½	52
Music Maker	Magix	★★★★	69
MVP Baseball 2003	EA Sports	★★★½	67
MX 2002 Featuring Ricky Carmichael	THQ	★★★★	47
MX Rider	Infogrames	★★★½	52
MX Superfly Featuring Ricky Carmichael	THQ	★★★½	59
⚡ My Street	Sony CEA	★★★	67
Myst III: Exile	Ubisoft	★★★½	63

GAME	PUBLISHER	SCORE	ISSUE
Mystic Heroes	Koei	★★½	64
Namco Museum	Namco	★★★½	53
NASCAR 2001	EA Sports	★★½	40
NASCAR Heat	Infogrames	★★★★	47
NASCAR Thunder 2002	EA Sports	★★★★½	51
NASCAR Thunder 2003	EA Sports	★★★★½	62
⚡ **NASCAR Thunder 2004**	**EA Sports**	★★★★★	**73**
NASCAR: Dirt to Daytona	Infogrames	★★★½	63
Naval Ops: Warship Gunner	Koei	★★★	71
NBA 2K2	**Sega Sports**	★★★★★	**53**
⚡ **NBA 2K3**	**Sega Sports**	★★★★★	**63**
NBA Hoopz	Midway	★★★	44
NBA Jam 2004	Acclaim	★★½	75
NBA Live 2001	EA Sports	★★★	42
NBA Live 2002	EA Sports	★★½	51
⚡ NBA Live 2003	EA Sports	★★★★	63
❿ ⚡ **NBA Live 2004**	**EA Sports**	★★★★½	**75**

Type these codes in at the Password screen to get more Nikes.

DG56TRF446	Air Foamposite Pro Colorway 1
3245AFSD45	Air Foamposite Pro Colorway 2
DSAKF38422	Air Foamposite Pro Colorway 3
A0K374HF8S	Air Hyperflight Colorway 3
JCX93LSS88	Air Hyperflight Colorway 4
367UEY6SN	Air Zoom Flight Colorway 1
2389JASE3E	Air Flightposite II Colorway 2
GF9845JHR4	Air Flight 89 Colorway 3



GAME	PUBLISHER	SCORE	ISSUE
NBA ShootOut 2001	Sony CEA	★★½	44
NBA ShootOut 2003	Sony CEA	★★★	63
⚡ NBA ShootOut 2004	Sony CEA	★★★	75
NBA Starting Five	Konami	★★½	63
NBA Street	**EA Sports Big**	★★★★★	**47**
NBA Street Vol. 2	**EA Sports Big**	★★★★★	**68**
⚡ NCAA College Basketball 2K3	Sega Sports	★★★★	64
NCAA College Football 2K3	Sega Sports	★★½	60
NCAA Final Four 2001	Sony CEA	★	41
NCAA Final Four 2002	Sony CEA	★½	52
NCAA Final Four 2003	Sony CEA	★★½	64
⚡ NCAA Final Four 2004	Sony CEA	★★	76
NCAA Football 2002	EA Sports	★★★★½	48
⚡ **NCAA Football 2003**	**EA Sports**	★★★★★	**60**
⚡ **NCAA Football 2004**	**EA Sports**	★★★★★	**71**
NCAA GameBreaker 2001	Sony CEA	★½	41
NCAA GameBreaker 2003	Sony CEA	★★	61
⚡ NCAA GameBreaker 2004	Sony CEA	★★½	73
NCAA March Madness 2002	EA Sports	★★★	53
NCAA March Madness 2003	EA Sports	★★★	64
⚡ NCAA March Madness 2004	EA Sports	★★★★	76
Need for Speed: Hot Pursuit 2	**EA Games**	★★★★★	**62**
❶ ⚡ **Need for Speed: Underground**	**EA Games**	★★★★½	**76**

UNLOCK ALL TRACKS

At the Main menu enter these codes to unlock all tracks of each type of race.

Unlockable	Code
All circuit tracks	⬇, R1, R1, R1, R2, R2, R2, □
All drag tracks	➡, □, ⬅, R1, □, L1, L2, R2
All drift tracks	⬅, ⬅, ⬅, ⬅, ➡, R2, R1, L2
All sprint tracks	⬆, R2, R2, R2, R1, ⬇, ⬇, ⬇
Drift physics in all modes	R1, ⬆, ⬆, ⬆, ⬇, ⬇, ⬇, L1

GAME	PUBLISHER	SCORE	ISSUE
NFL 2K2	**Sega Sports**	★★★½	**52**
⚡ NFL 2K3	Sega Sports	★★★★½	60
NFL Blitz 20-02	Midway	★★★★	55
NFL Blitz 20-03	Midway	★★★½	60
⚡ NFL Blitz Pro	Midway Sports	★★★	74
NFL GameDay 2001	Sony CEA	★	40
NFL GameDay 2002	Sony CEA	★½	53
⚡ NFL GameDay 2003	Sony CEA	★★½	61

REPLAY FORUM

DBZ: BUDOKAI 2

Go to the skill shop, and as soon as you enter press and hold L1, L2, and R1, then push triangle. Keep holding L1, L2, and R1 and go right back into the skill shop. Do this over and over again and your percentage will start going up. You can do this and get 100 percent of the capsules, even the breakthrough capsules and characters that you haven't unlocked yet. The only important thing is if you do this, stop and equip a capsule or two and then leave or buy something before you exit the area, because the percentage will go back down to normal. It will also take longer to get new capsules after you hit 50 percent. Try and save every time after you get about 15 to 20 percent, just in case you accidentally exit out of the area.

Mark Rivenburgh
kakarotcardmaster@hotmail.com

SECRET STAR WARS

I heard that you can unlock the TIE fighter and the X-Wing in *Secret Weapons Over Normandy*. I want to tear up some Germans in an X-Wing! How do I unlock the *Star Wars* ships?

Dave Prowse
Ceres, CA

This is so easy, you're going to hate yourself for asking. Well, maybe not hate, but you'll definitely feel shame. Just finish the 15 campaign missions and 21 challenge missions. That's it. After finishing those missions, you can fly those ships in Instant Action.

GAME	PUBLISHER	SCORE	ISSUE
⚡ NFL GameDay 2004	Sony CEA	★★★	73
NFL Quarterback Club 2001	Acclaim	★★½	50
NHL 2001	EA Sports	★★★★	38
NHL 2002	EA Sports	★★★★½	50
NHL 2003	EA Sports	★★★½	63
⚡ NHL 2004	EA Sports	★★★★	73
NHL 2K3	**Sega Sports**	★★★★★	**64**
NHL FaceOff 2001	Sony CEA	★★★½	43
NHL FaceOff 2003	Sony CEA	★★	64
NHL Hitz 20-02	Midway	★★★★	51
NHL Hitz 20-03	Midway	★★★★½	62
⚡ NHL Hitz Pro	Midway	★★★★	73
Ninja Assault	Namco	★★½	61
No One Lives Forever	Sierra	★★★½	56
Okage: Shadow King	Sony CEA	★★★	51
Oni	Rockstar	★½	43
Onimusha: Warlords	**Capcom**	★★★★	**43**
Onimusha 2: Samurai's Destiny	Capcom	★★★★	60
Orphen: Scion of Sorcery	Activision	★★★	39
Pac-Man Fever	Namco	★★	60
Pac-Man World 2	Namco	★★★★½	54
PaRappa the Rapper 2	Sony CEA	★★★½	53
Paris-Dakar Rally	Acclaim	★★	53
Pirates: The Legend of Black Kat	EA Games	★★★½	55
Portal Runner	3DO	★★	50
The Powerpuff Girls: Relish Rampage	Bam	★★	65
Pride FC	THQ	★★★★	65
Primal	Sony CEA	★★★★	68
Prince of Persia: The Sands of Time	**Ubisoft**	★★★★★	**75**
Pro Race Driver	Codemasters	★★★★½	65
Project Eden	Eidos	★★★½	52
Pryzm Chapter One: The Dark Unicorn	TDK Mediactive	★★½	60
P.T.O. IV	Koei	★★★	66
Q-Ball Billiards Master	Take-Two	★★★½	40
Quake III Revolution	EA Games	★★★★½	44
R: Racing Evolution	Namco	★★★★	76
Rally Fusion: Race of Champions	Activision	★★★	64
Ratchet & Clank	**Sony CEA**	★★★★★	**63**
Ratchet & Clank: Going Commando	**Sony CEA**	★★★★★	**75**
Rayman 2: Revolution	**Ubisoft**	★★★★★	**41**
Rayman 3: Hoodlum Havoc	Ubisoft	★★★½	67
Rayman Arena	Ubisoft	★★★½	57
RC Revenge Pro	Acclaim	★★½	41
Ready 2 Rumble Boxing Round 2	Midway	★★★★	40
Real Pool	Infogrames	★★★½	40
Red Card Soccer 20-03	Midway	★★★	57
Red Faction	**THQ**	★★★★★	**46**
Red Faction II	THQ	★★★★	63
Reel Fishing III	Natsume	★★★★	72
Reign of Fire	Bam	★★★½	63
Resident Evil—Code: Veronica X	**Capcom**	★★★★½	**48**
Resident Evil: Dead Aim	Capcom	★★★½	70
Return to Castle Wolfenstein: OR	Activision	★★★½	71
Rez	Sega	★★★★½	53
Ridge Racer V	Namco	★★★★½	38
Riding Spirits	Bam	★★★½	61
Ring of Red	Konami	★★★★	43
⚡ Risk: Global Domination	Atari	★★★★	73
RLH: Run Like Hell	Interplay	★★★	62
Road Kill	Midway	★★★★	74
Road Trip	Conspiracy	★★★★	61
Robin Hood: Defender of the Crown	Capcom	★★½	74
Rocky	Ubisoft	★★★★	64
Robot Alchemic Drive	Enix	★★★★	63
Robotech: Battlecry	TDK	★★★½	62
Rogue Ops	Kemco	★★½	75
Romance of the Three Kingdoms VII	Koei	★★½	60
Romance of the Three Kingdoms VIII	Koei	★★★	73
RPG Maker 2	Agetec	★★★½	74
RTX Red Rock	LucasArts	★★	71
Rugby	EA Sports	★★★½	48
Rugby 2004	EA Sports	★★★	73
Rumble Racing	EA Games	★★★★½	45
Rune: Viking Warlord	Take-Two	★★½	48

Thanks to our pals at BradyGames.

MYSTERIES OF THE UNIVERSE EXPLAINED
Find out how the online ranking system in *SOCOM II* works by visiting www.playstationmagazine.com/article2/0,4364,1397832,00.asp

SOCOM II: U.S. NAVY SEALS

More online maps and strategy

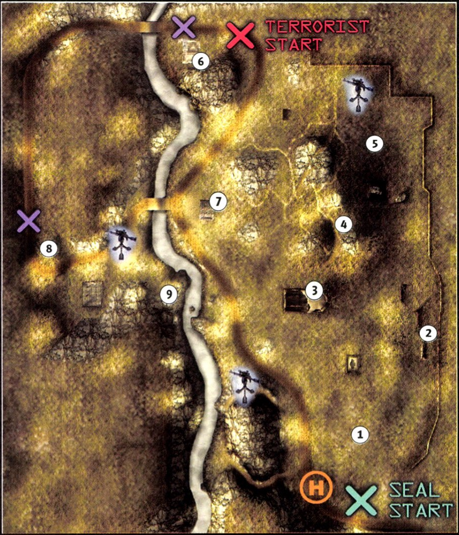
FOX HUNT

SEALS

Face it, this level is terrifying. So much open space, so much ground cover. There could be a Terrorist with a sniper rifle lying right at your feet and chances are you'd never see him. So, like most Escort maps, teamwork is key here. First, send a sniper to the hill at ①. His job will be more to spot Terrorists coming over the mountain at ④ than to actually take them out—though if he can do so discreetly (i.e., with a silenced weapon), he should do so. If the coast is clear, take the VIPs along the long wall at the right to ②. (Remember to split them between two or more SEALs, otherwise they'll bunch up and be easier to take out.) Position them behind the walls and tell them to stay there, then scout further ahead. Make sure your spotter at ① is covering you at all times. Now your options are as follows: Either continue north through ⑤ and aim for the northern extraction point, or strike out overland past the ruined cathedral at ③ and aim for the western extraction. Send long-range spotters to ③ and ⑤ to scout both routes. The northern route is a little more open, making it easier to see lurking Terrorists, but watch out for mines hidden in the tall grass.

TERRORISTS

You kill the VIPs, you win. Drill this fact into every one of your teammates. If you do not kill the VIPs, you lose. Nothing else matters. With that in mind, send a couple guys to guard each of the extraction points. Stationing a sharpshooter in the tall grass at ⑥ and ⑧ and in the garage at ⑦ will give you insurance against extraction, but you'll also need to be proactive in case the SEALs decide to just circle the wagons and protect the VIPs. A sniper at ⑨ will have a good field of view, but don't forget to guard the ⑤ to ⑥ route, too. If the SEALs get down to one VIP, they can no longer extract; look for them to hide him in the cave at ⑨ or behind the walls around ②.



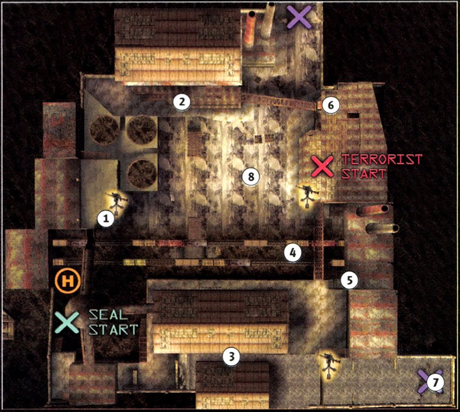
THE MIXER

SEALS

You have two extraction points, and the Terrorists are closer than you are to both of them. What else is new? The grenade launcher at ① is a good way to clear out any brave souls trying to encroach on the center of the map, but be careful you don't catch a VIP in the blast. Your best bet, though, is to take things slow and steady. Hang to the corners and use the dead foliage (especially along the sides of the buildings at ② and ③) to hide your progress. You'll notice that both extraction points are bounded by walls that jut out into the main walkways; these are great places to stash the VIPs while they're waiting for extraction. Please, though, if you have just one VIP left, don't take him to the extraction point. All that does is clue the Terrorists in to the facts that a.) the last VIP is in one of the two extraction points, and b.) the person guarding them isn't very bright. Instead, hide the remaining VIP under the stairway at ⑤ or inside one of the train cars at ④.

TERRORISTS

Most of you will start inside that big warehouse. Send someone up to ⑥ with a grenade ready to flip over the railing of that metal walkway. It's possible to position yourself up there in such a way that you can see just about anyone who would try to head for the northern extraction point—but they can't see you. Send someone else quickly to ⑦, too. You can hide in the pipe under the extraction site, then pop out like a gun-toting jack-in-the-box as soon as you hear "A hostage is in the extraction zone." (Incidentally, if you hear that there's only one VIP left, run to your nearest extraction zone and put that moron out of his misery.) Places to avoid: ⑧ is a deathtrap with that grenade launcher at ①, so stay away. Going inside either of the buildings at ③ never did any Terrorist any good, either. You can, however, put the tall grass and long boxcars at and around ④ to good advantage; most people climbing through the boxcars don't bother checking if there's anyone else inside. Remember, killing VIPs is good—so don't be afraid to guard an extraction site.



You try thinking of something funny on two hours of sleep.

PIRANHA PART TWO: THE SPAWNING

The first movie that *Terminator* creator James Cameron directed.

DID YOU KNOW?

Claire Danes replaced Sophia Bush in *T3*.
Ponder that next time you watch *One Tree Hill*.

GAME	PUBLISHER	SCORE	ISSUE
Rygar: The Legendary Adventure	Tecmo	★★★★½	64
Salt Lake 2002	Eidos	★★½	55
Savage Skies	Bam	★★★	56
Scooby-Doo: Night of 100 Frights	THQ	★★★	58
The Scorpion King: Rise of the Akkadian	Universal	★★	62
Secret Weapons Over Normandy	LucasArts	★★★★	75
Seek and Destroy	Conspiracy	★★★½	66
Sega Bass Fishing Duel	Sega	★★★	62
Sega Soccer Slam	Sega Sports	★★	62
Sega Sports Tennis	Sega Sports	★★★★½	60
Shadow Hearts	Midway	★★★★	52
Shadow of Destiny	Konami	★★★½	43
Shadow Man: 2econd Coming	Acclaim	★★	57
Shaun Palmer's Pro Snowboarder	Activision	★★½	52
Shifters	3DO	★	58
Shinobi	Sega	★★★½	63
Shox	EA Sports Big	★★★½	63
Shrek Super Party	TDK Mediactive	★★½	64
Silent Hill 2	**Konami**	★★★★½	**50**
Silent Hill 3	Konami	★★★★½	71
Silent Line: Armored Core	Agetec	★★★½	70
Silent Scope	Konami	★★★	39
Silent Scope 2	Konami	★★★½	49
Silent Scope 3	Konami	★★★½	62
Silpheed: The Lost Planet	Working Designs	★★★½	40
⑪ **The Simpsons: Hit & Run**	**Vivendi Universal**	★★★★	**72**

ALL SORTS OF CHEATS First, go to the Options menu, either in game or on the Main menu. Then hold L1+R1 and input the following codes:

Code	Effect
⊗, □, □, △	Alternate audio during credits
○, ○, ○, ⊗	Alternate views
△, △, □, □	Blow up cars on impact
△, ⊗, △, ⊗	Car is invincible
△, ○, △, ○	Drunk driving
△, △, △	High acceleration
⊗, ⊗, ⊗, ⊗	Nighttime mode
□, □, □, □	No top speed
□, □, □, △	Press L3 to make car jump
△, △, ○, □	Speedometer
○, ○, △, □	Turn Rocket Car into Red-Brick Car
⊗, ○, ⊗, ○	Unlock all reward cars

GAME	PUBLISHER	SCORE	ISSUE
The Simpsons: Road Rage	**EA Games**	★★★	**52**
The Simpsons Skateboarding	EA Games	★½	64
The Sims	EA Games	★★★★	65

GAME	PUBLISHER	SCORE	ISSUE
⑫ ⚡ **The Sims: Bustin' Out**	**EA Games**	★★★★½	**76**

GNOMISH CHEATS

Stand next to the mailbox and key in these bad boys for some cheating fun!

Code	Effect
L2, R1, ←, ○, ↑	Fill all motives
L1, L2, →, ○, L3	Gives money
R2, L1, R1, L2, ←, ○	Summons a blue gnome that will help you in your career
R2, R3, L3, L2, R1, L1	Unlock all locations
L2, R2, ↑, △, L3.	Unlock all objects
L1, R1, ↓, ⊗, L3, R3	Unlock all social options

GAME	PUBLISHER	SCORE	ISSUE
Sky Gunner	Atlus	★★★½	58
Sky Odyssey	Activision	★★★	40
Sled Storm	EA Big	★★★½	55
Sly Cooper and the Thievius Raccoonus	**Sony CEA**	★★★★★	**62**

GAME	PUBLISHER	SCORE	ISSUE
Smash Cars	Metro3D	★★★½	71
Smash Court Tennis Pro Tournament	Namco	★★★½	56
Smuggler's Run	**Rockstar**	★★★★½	**39**
Smuggler's Run 2: Hostile Territory	Rockstar	★★★★½	52
Soccer America: International Cup	Hot-B	★★	48
Soccer Mania	EA/Lego	★★★½	59
⚡ **SOCOM: U.S. Navy SEALs**	**Sony CEA**	★★★★★	**60**
⑦ ⚡ **SOCOM II: U.S. Navy SEALs**	**Sony CEA**	★★★★★	**75**

JOEPM'S FAVORITE GUN

M4A1 with grenade launcher (commonly called the "over-and-under" by other players). The fellows at Zipper call it the "n00b tube" because its fusion of explosives and rifleness make it easy for total newbies to score kills.

GAME	PUBLISHER	SCORE	ISSUE
Soldier of Fortune	Majesco	★★★	52
Sonic Heroes	Sega	★★	77
Soul Calibur II	**Namco**	★★★★★	**72**
Soul Reaver 2	Eidos	★★★	52
Space Channel 5 Special Edition	Sega	★★★½	75
Space Race	Infogrames	★★½	59
Spawn Armageddon	Namco	★½	76
Speed Kings	Acclaim	★★★★	70
Sphinx and the Cursed Mummy	THQ	★★★½	75
Spider-Man	Activision	★★★★½	57
Splashdown	Infogrames	★★★★	52
Splashdown: Rides Gone Wild	**THQ**	★★★★★	**72**
Splinter Cell	Sony CEA	★★★★½	68
SpongeBob SquarePants: Battle for Bikini Bottom	THQ	★★★★½	75
SpyHunter	Midway	★★★★½	50
SpyHunter 2	Midway	★★★	76
Spyro: Enter the Dragonfly	Vivendi Universal	★★★	64
SSX	**EA Sports Big**	★★★★★	**38**
SSX Tricky	**EA Sports Big**	★★★★★	**52**
⚡ **SSX 3**	**EA Sports Big**	★★★★★	**74**
Star Trek: Shattered Universe	TDK	★★	75
Star Trek Voyager: Elite Force	Majesco	★★½	53
Star Wars Bounty Hunter	LucasArts	★★★	64
Star Wars: The Clone Wars	LucasArts	★★★	65
Star Wars Super Bombad Racing	LucasArts	★★	45
Star Wars Jedi Starfighter	LucasArts	★★★½	56
Star Wars Racer Revenge	LucasArts	★★★★½	55
Star Wars Starfighter	**LucasArts**	★★★★½	**43**
Starsky & Hutch	Gotham Games	★★	74
State of Emergency	Rockstar	★★★	55
Stitch: Experiment 626	Sony CEA	★★½	59
Street Fighter EX 3	Capcom	★★★½	39
Street Hoops	Activision	★★★½	60
Stretch Panic	Conspiracy	★★★½	47
Stuntman	Infogrames/Atari	★★★	59
Sub Rebellion	Metro 3D	★★★★	62
Suikoden III	Konami	★★★	63
Summer Heat Beach Volleyball	Acclaim	★★★½	72
Summoner	THQ	★★★	39
Summoner 2	THQ	★★★½	62
Sunny Garcia Surfing	Ubisoft	★★★½	51
Super Bust-A-Move	Acclaim	★★★	41
Super Bust-A-Move 2	Ubisoft	★★★½	63
Super Trucks Racing	XS Games	★½	76
Supercar Street Challenge	Activision	★★½	52
Superman: Shadow of Apokolips	Atari	★★★½	63
Surfing H30	Rockstar	★★	40
SWAT: Global Strike Team	Sierra	★★★	74
Swing Away Golf	EA Games	★★★	38
Tak and the Power of Juju	THQ	★★★½	75
Tarzan: Untamed	Ubisoft	★★★½	52
Taz: Wanted	Infogrames	★★★½	60
Teenage Mutant Ninja Turtles	Konami	★★½	75
Tekken 4	Namco	★★★½	61
Tekken Tag Tournament	**Namco**	★★★★½	**39**
Tenchu: Wrath of Heaven	Activision	★★★	67
The Terminator: Dawn of Fate	Atari	★★½	63
Terminator 3: Rise of the Machines	Atari	★½	77
Test Drive	Infogrames	★★★½	58
Test Drive Off-Road: Wide Open	Infogrames	★★★	48
Tetris Worlds	THQ	★★	57

REPLAY FORUM

GOVERNATE THIS!

Do you have any codes for *Terminator 3: Rise of the Machines*? I liked it more than you guys did; it's wicked cool to see Arnie pound into both the TX and the old-school Terminators. It really does feel like playing part of the movie, to me at least.

John Stow
Los Angeles

Well, just because we disagree about a game doesn't mean you can't ask us for some help. We don't turn anyone away when it comes to cheats. We view all cheaters equally. Anyhow, here you go, just put these codes in at the Cheat screen for the intended effect:

Invincibility: □, □, ⊗, △, ⊗, ○, ⊗, ○

Quad-damage: △, △, △, △, □, ⊗, ○, □

Unlimited ammo: ⊗, △, △, △, ⊗, ○, ⊗, □

You get 50 percent more health when fighting the TX: △, △, □, ⊗, ○, △, □, ○

TX gets 50 percent more health in combat: □, △, □, △, ○, ⊗, ○, ⊗

All future weapons: ⊗, ⊗, ⊗, △, ○, ○, □, ⊗

All past weapons: ○, ○, △, □, ⊗, △, △, □

Complete current mission: □, □, △, ○, ○, ⊗, □, △

Always fight TX in every fight: △, □, △, ⊗, △, △, △, △

GAME	PUBLISHER	SCORE	ISSUE
Theme Park Roller Coaster	EA Games	★★★★	41
The Thing	Universal	★★★	62
Thunderstrike: Operation Phoenix	Eidos	★½	52
Tiger Woods PGA Tour 2001	EA Sports	★★★	44
Tiger Woods PGA Tour 2002	EA Sports	★★★★	55
Tiger Woods PGA Tour 2003	EA Sports	★★★★½	63
⚡ **Tiger Woods PGA Tour 2004**	**EA Sports**	★★★★★	**73**
Time Crisis 2	Namco	★★★★	49
Time Crisis 3	Namco	★★★★½	74
TimeSplitters	**Eidos**	★★★★★	**39**
TimeSplitters 2	**Eidos**	★★★★★	**63**
Tokyo Xtreme Racer 3	Crave	★★	76
Tokyo Xtreme Racer Zero	Crave	★★½	45
Tom Clancy's Ghost Recon	Ubisoft	★★★½	65
Tomb Raider: The Angel of Darkness	Eidos	★★	72
⚡ **Tony Hawk's Pro Skater 3**	**Activision**	★★★★★	**51**
⚡ **Tony Hawk's Pro Skater 4**	**Activision**	★★★★★	**63**
⑥ ⚡ **Tony Hawk's Underground**	**Activision**	★★★★★	**76**

Unlockable	How to Unlock
Alternate ending	Complete story mode twice.
Create-a-Deck mode	Beat "Slamma Jamma" in story mode.
Gene Simmons	Complete story mode on Normal difficulty.
Hotter Than Hell	Beat story mode on any skill level.
Iron Man	Complete beginners story mode.
Level: *THPS2* Hangar	Find old skool icon on Moscow map.
Movie: Always Hard	Find nine secret tapes.
Movie: Bails 1	Find three secret tapes.
Movie: Bails 2	Find six secret tapes.
Movie: KISS Concert	Activate K-I-S-S letters on Hotter Than Hell level.
Pedestrians	Find every gap in the game.
Level: *THPS2* School 2	There's a red icon in the back quarter-pipe section of the train station in NJ; get it.
THUD	Complete story mode on Sick difficulty level.
Level: Venice Beach	There is a small smoking tiki-god statue (from the beach) in the back left corner of Hawaii in front of a shop. Ollie into it and hit △.

GAME	PUBLISHER	SCORE	ISSUE
Top Angler	Xicat	★★★½	57
Top Gear Dare Devil	Kemco	★★★½	41
Top Gun: Combat Zones	Titus	★★★	50
Total Immersion Racing	Empire	★	66
Transworld Surf	Infogrames	★★★½	57
⚡ Tribes: Aerial Assault	Sierra	★★★½	62
Triple Play 2002	EA Sports	★★	55
Triple Play Baseball	EA Sports	★★	45

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GAME	PUBLISHER	SCORE	ISSUE
③ **True Crime: Streets of L.A.**	**Activision**	★★	**76**

Just enter these while on the Pause menu for the intended effect.

Code	Effect
←, →, ←, →, ⊗	All driving upgrades unlocked
↑, ↓, ↑, ↓, ⊗	All fighting moves unlocked
→, ←, →, ←, ⊗	All gunplay skills unlocked
↓, ↓, ↓, ⊗	Bigger car (must be in car before you enter it on the Pause menu)
↑, →, ↓, ←, ↑, ⊗	Impound garage cars unlocked
⊗, ○, □, △	Shows Nick Kang's current location

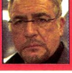
GAME	PUBLISHER	SCORE	ISSUE
Tsugunai: Atonement	Atlus	★★★	53
Turok: Evolution	Acclaim	★½	62
Twisted Metal: Black	**SCEA**	★★★★★	**47**
⚡ Twisted Metal: Black Online	SCEA	★★★★	61
Ty the Tasmanian Tiger	EA Games	★★★	62
UFC Throwdown	Infogrames	★★★½	58

REPLAY

The most dangerous game.

BRIAN COX

Does that gruff Director in *Manhunt* sound like a certain actor from *X2: X-Men United*? Same guy!

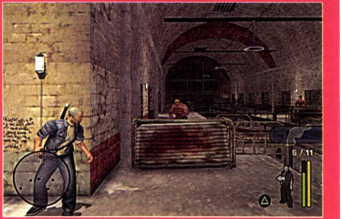


MANHUNT

Dirty little secrets

To use any of these codes you have to unlock them in your game first (just follow the instructions below), then that code will be "activated" and will work. If you're a lazy bum who tries to key these in right after buying the game, no dice for you.

UNLOCKABLE	BEAT THESE FIRST...	...THEN ENTER THIS CODE
Helium Hunters	Strapped for Cash and View of Innocence	R1, R1, △, ○, □, L2, L1, ↓
Monkey Skin	Press Coverage and Wrong Side of the Tracks	□, □, R2, ↓, △, □, ○, ↓
Regeneration	Fueled by Hate and Grounds for Assault	R2, →, ○, R2, L2, ↓, ○, ←
Runner	Born Again and Doorway Into Hell	R2, R2, L1, R2, ←, →, ←, →
Super Punch	Mouth of Madness and Doing Time	L1, △, △, △, ○, ○, ○, R1



SOME NOTES ABOUT THE STAR SYSTEM

For every "scene" (or level) in which you get at least three stars you open artwork (available under Bonus Features on the Main menu). Also note that the 20 scenes are also broken down into groups of five (1-5, 6-10, 11-15, 16-20), and if you get three or more stars in any of those groups, you open up a bonus level.

FOUR BONUS LEVELS TOTAL

1) Hard As Nails A simple "kill as many bad dudes as you can." There are no painkillers to heal you, and you're armed with just a nail gun and a bat. Remember the third level, Road to Ruin? That's where this takes place. Earn three stars in any of the following levels to unlock this: Born Again, Doorway Into Hell, Road to Ruin, White Trash, and Fueled by Hate.

2) Brawl Game This is an even simpler survival mode in which you're trapped in the basketball court in the very first level, and you just need to live. There will be a bunch of respawning gangsters, but besides trying to kill you, they'll also fight each other. Earn three stars in any of the following levels to unlock this: Grounds for Assault, Strapped for Cash, View of Innocence, Drunk Driving, and Graveyard Shift.

3) Monkey See, Monkey Die Uh, this is a monkey shootout. Taking place at the end of the zoo level (Strapped for Cash), you start with a shotgun and just blast your way through the level. Earn three stars in any of the following levels to unlock this: Mouth of Madness, Doing Time, Kill the Rabbit, Divided They Fall, and Press Coverage.

4) Time 2 Die This is a timed mission, you gotta kill all the gang members within ten minutes. It's a totally new and unique map, so you can't replay earlier levels to memorize the layout. Earn three stars in any of the following levels to unlock this: Wrong Side of the Tracks, Trained to Kill, Border Patrol, Key Personnel, and Deliverance.

Finally, if you score five stars on a scene (only available by playing on Hardcore difficulty) you'll open part of a code (like the ones listed at the beginning); these codes show up on the bonus artwork itself.

GAME	PUBLISHER	SCORE	ISSUE
Unison	Tecmo	★★★½	44
Unlimited Saga	Square Enix	★★	70
Unreal Tournament	Infogrames	★★½	40
V-Rally 3	Infogrames	★★★★½	64
Vampire Night	Namco	★★½	52
Vexx	Acclaim	★★	67
Victorious Boxers	Empire	★★★½	51
Virtua Fighter 4	**Sega**	★★★★★	**55**
Virtua Fighter 4: Evolution	**Sega**	★★★★★	**72**
Virtual on Marz	Sega	★★	76
Wakeboarding Unleashed	Activision	★★★★½	70
Wallace & Gromit in Project Zoo	Bam	★★★	74
War Jetz	3DO	★★½	48
War of the Monsters	**Sony CEA**	★★★★★	**64**
⚡ Warhammer 40,000: Fire Warrior	THQ	★★½	74
Warriors of Might & Magic	3DO	★★½	44
Wave Rally	Eidos	★½	53
Way of the Samurai	Bam	★★★½	59
Wheel of Fortune	Atari	★★½	76
Whiplash	Eidos	★★★½	76
Whirl Tour	Vivendi Universal	★★	63
Whiteout	Konami	★	65
Wild Arms 3	Sony CEA	★★★½	62
Wild Wild Racing	Interplay	★★★	39
Winback	Koei	★★★★	43
Wipeout Fusion	Bam	★★★★½	57
Wizardry: Tale of the Forsaken Land	Atlus	★★★	53
Woody Woodpecker: Buzz Buzzard Park Dreamcatcher		★★★	57
⚡ World Championship Pool 2004	Jaleco	★★★½	76
World Destruction League: Thunder Tanks	3DO	★★★	42
World of Outlaws: Sprint Cars	Infogrames	★★★★	55
World Series Baseball 2K3	Sega Sports	★★★★	67
World Soccer: Winning Eleven 6 Int'l	**Konami**	★★★★★	**67**
World Tour Soccer 2002	Sony CEA	★★★★	53
World Tour Soccer 2003	Sony CEA	★★★★	65
WRC: World Rally Championship	**Bam**	★★★★★	**57**
Wreckless: The Yakuza Missions	Activision	★★	63
WTA Tour Tennis	Konami	★	57
WWE Crush Hour	THQ	★★½	68
⑬ **WWE SmackDown!: Here Comes the Pain**	**THQ**	★★★½	**76**

SECRET AREA

In the training/weight room, find the wall that appears to be cracked and Irish Whip your opponent into it. The wall should break away, revealing the secret area.

GAME	PUBLISHER	SCORE	ISSUE
WWE SmackDown!: Shut Your Mouth	THQ	★★½	64
WWF SmackDown!: Just Bring It	**THQ**	★★★½	**52**
X-Men: Next Dimension	Activision	★★★★½	64
X Squad	EA Games	★★★½	38
X2: Wolverine's Revenge	Activision	★★★	69
Xenosaga: Episode 1—Der Wille Zur Macht	Namco	★★★★	66
XGRA: Extreme-G Racing Association	Acclaim	★★★★½	74
⚡ XIII	Ubisoft	★★★½	75
Yanya Caballista: City Skater	Koei	★★★½	49
Yu-Gi-Oh!: The Duelists of the Roses	Konami	★★½	67
Zapper	Infogrames	★★½	64
Z.O.E: Zone of the Enders	Konami	★★★★½	44
Zone of the Enders: The 2nd Runner	Konami	★★★★½	68

PS1 TRICKS AND REVIEW ARCHIVE

GAME	PUBLISHER	SCORE	ISSUE
007 Racing	EA Games	★★★	41
3Xtreme	989 Studios	★	21
40 Winks	GT Interactive	★★★★	28
102 Dalmatians: Puppies to the Rescue	Eidos	★★★½	41
2002 FIFA World Cup	EA Sports	★★★★	58
A Bug's Life	**Sony CEA**	★★	**15**
Ace Combat 2	**Namco**	★★★★★	**1**
Ace Combat 3: Electrosphere	Namco	★★★	31
Aces of the Air	Agetec	½	64
Action Bass	Take-Two	★★	37
Action Man: Operation Extreme	Hasbro	★★★	41
Air Hockey	Mud Duck	★★★½	70
Akuji the Heartless	Crystal Dynamics	★★★	18
Aladdin in Nasira's Revenge	Sony CEA	★★	45
Alexi Lalas International Soccer	Rockstar	★	23
Alien Resurrection	Fox Interactive	★★★	38
All-Star Racing 2	Mud Duck	★★★	71
All-Star Slammin' D-Ball	Agetec	★★½	56
Alone in the Dark: The New Nightmare	Infogrames	★★★★	47
Alundra	Working Designs	★★★★½	4
Alundra 2	Activision	★★★	32
The Amazing Virtual Sea-Monkeys	Conspiracy	★½	66
American Pool	Mud Duck	★	71
Animaniacs Ten Pin Alley	ASC	★★★	17
Animorphs: Shattered Reality	Infogrames	★★½	37
Ape Escape	**Sony CEA**	★★★★★	**22**
Apocalypse	Activision	★★★	16
Arc the Lad Collection	Working Designs	★★★★	52
Arcade Party Pak	Midway	★★★½	28
Arcade's Greatest Hits: Atari Collection 2	Midway	★★½	7
Arcade's Greatest Hits: Midway Collection 2	Midway	★★	4
Armored Core	Sony CEA	★★★½	3
Armored Core: Master of Arena	Agetec	★★½	31
Armorines: Project S.W.A.R.M.	Acclaim	½	35
Army Men 3D	**3DO**	★★★	**20**
Army Men: Air Attack	3DO	★★★★	27
Army Men: Air Attack 2	3DO	★★★½	39
Army Men: Green Rogue	3DO	★½	47
Army Men: Sarge's Heroes	3DO	★★	32
Army Men: Sarge's Heroes 2	3DO	★★½	40
Army Men: World War	3DO	★½	34
Army Men: World War—Final Front	3DO	★½	45
Army Men: World War—Land, Sea, Air	3DO	★½	39
Arthur! Ready to Race	The Learning Co.	★	42
Assault	Midway	★★★	15
Asteroids	**Activision**	★★★½	**16**
Atari Anniversary Edition Redux	Infogrames	★★	53
Atlantis: The Lost Empire	SCEA	★★★★	48
ATV: Quad Power Racing	Acclaim	★	39
ATV Mania	Gotham Games	★★★★	73
Austin Powers Pinball	Gotham Games	★★	64
Auto Destruct	Electronic Arts	★★★	6
Azure Dreams	Konami	★★★	10
Backstreet Billiards	Ascii	★★★½	15
Ball Breakers	Take-Two	★★★½	36
Ballistic	Infogrames	★★★★	27
Baseball 2000	Interplay	★★	21
Bass Landing	Agetec	★★★½	26
Bass Rise	Bandai	★★★	28
Batman & Robin	Acclaim	★	13
Batman Beyond: Return of the Joker	Ubisoft	½	39
Batman: Gotham City Racer	Ubisoft	★½	46
Battle Hunter	Agetec	★½	48
Battletanx: Global Assault	3DO	★½	31
Beast Wars	Hasbro	★½	5
Beyblade	Crave	★½	66
Big Air	Accolade	★½	20
Big Bass Fishing	Take-Two	½	58
Big League Slugger Baseball	Agetec	★½	74
Big Ol' Bass 2	Konami	★★½	45
Big Strike Bowling	Gotham Games	★★★½	68
Billiards	Agetec	★★½	45
Bio F.R.E.A.K.S.	Midway	★★	10
Black Bass with Blue Marlin	Hot-B	★★	29
Blade	Activision	★★½	41
Blast Lacrosse	Acclaim	★★½	48
Blast Radius	Psygnosis	★★★½	19
Blaster Master: Blasting Again	Crave	★★★	38
Blasto	Sony CEA	★★★½	8
Blockids	Natsume	★★½	69
Bloody Roar	Sony CEA	★★★½	6
Bloody Roar 2	Sony CEA	★★★★	21
Blues Big Musical	THQ	★★★	46
Board Game: Top Shop	Agetec	★★★★	45
Bomberman Fantasy Race	Atlus	★★½	19
Bomberman Party Edition	Vatical	★★½	38

DID YOU KNOW?
Until the 1970s, most skateboard wheels were made from clay.

OVERHEARD
"Daddy, flip, owie." —Tony Hawk's two-year-old son as he threw his dad's action figure.

GAME	PUBLISHER	SCORE	ISSUE
Bomberman World	Atlus	★★½	13
The Bombing Islands	Kemco	★★½	47
Boombots	SouthPeak	★★½	27
Bottom of the 9th '97	Konami	★★★½	1
Bowling	Agetec	★★	43
Boxing	Agetec	★★★	45
Bratz	Ubisoft	n/a	n/a
Brave Fencer Musashi	Square EA	★★★★	15
Bravo Air Race	THQ	★★★	1
Breakout	Hasbro	★★	39
Breath of Fire III	Capcom	★★★½	9
Breath of Fire IV	Capcom	★★★½	40
Brigandine	Atlus	★★★½	15
Broken Sword	THQ	★★★★	5
Broken Sword II	Crave	★★★½	27
Brunswick Circuit Pro Bowling	THQ	★★★½	13
Brunswick Circuit Pro Bowling 2	THQ	★★★★	31
Bug Riders	GT Interactive	★★	3
Bugs Bunny & Taz: Time Busters	Infogrames	★★★	41
Bugs Bunny: Lost In Time	Infogrames	★★★½	23
Builder's Block	Jaleco	★★★½	35
Burstrick Wake Boarding!!	Natsume	★½	45
Bushido Blade 2	Square EA	★★★½	14
Bust A Groove	989 Studios	★★★★	16
Bust A Groove 2	Enix	★★★	36
Bust-A-Move 4	Natsume	★★★★	17
Bust-A-Move 99	Acclaim	★★	19
Buzz Lightyear of Star Command	Activision	★★½	39
C: The Contra Adventure	Konami	★½	12
c-12: Final Resistance	Sony CEA	★★½	58
Caesar's Palace 2000	Interplay	½	41
Caesar's Palace II	Interplay	★★	15
Capcom vs. SNK Pro	Capcom	★★★½	60
Card Games	Agetec	★½	50
Cardinal SYN	Sony CEA	★★★	9
CART World Series	Sony CEA	★★★½	3
Casper: Friends Around the World	Sound Source	★½	41
Castlevania Chronicles	Konami	★★★½	50
Castlevania: Symphony of the Night	**Konami**	★★★★★	**2**
Castrol Honda Superbike	Electronic Arts	★★	21
Centipede	Hasbro	★	22
Championship Bass	EA Sports	★★★★	33
Championship Motocross 2001 Feat. Ricky Carmichael	THQ	★★★	41
Championship Motocross Feat. Ricky Carmichael	THQ	★★★½	25
Championship Surfer	Mattel	★★★	41
Chessmaster II	Mindscape	★★★½	23
Chicken Run	Eidos	★★★	41
Chocobo Racing	Square EA	★★★	23
Chocobo's Dungeon 2	Square EA	★★½	29
Chrono Cross	**Square EA**	★★★★★	**36**
Circuit Breakers	Mindscape	★★★	12
Civilization II	Activision	★★★★½	18
Cleopatra's Fortune	Mud Duck	★★½	71
Clock Tower	Ascii	★★★	2
Clock Tower II: The Struggle Within	Agetec	★★½	28
Colin McRae 2.0	**Codemasters**	★★★★★	**40**
Colin McRae Rally	Sony CEA	★★★★	30
Colony Wars	**Psygnosis**	★★★★★	**4**
Colony Wars: Red Sun	Psygnosis	★★★★½	31
Colony Wars: Vengeance	Psygnosis	★★★½	14
Command & Conquer: Red Alert	Virgin	★★★½	4
Contender	Sony CEA	★★★★	17
Contender 2	Bam	★	41
Cool Boarders 2	**Sony CEA**	★★★★	**3**
Cool Boarders 3	**989 Studios**	★★★	**14**
Cool Boarders 4	**989 Studios**	★★★	**27**
Cool Boarders 2001	Sony CEA	★	39
Countdown Vampires	Bandai	★½	32
Covert Ops: Nuclear Dawn	Activision	★★½	34
Crash Bandicoot 2	**Sony CEA**	★★★★	**3**
Crash Bandicoot: WARPED	**Sony CEA**	★★★★★	**15**
Crash Bash	SCEA/Universal	★★½	39
Crime Killer	Interplay	★★★	12
Critical Depth	GT Interactive	★★★	3
Croc	**Fox Interactive**	★★★★	**1**
Croc 2	Fox Interactive	★★½	22
Crossroad Crisis	Agetec	★½	50
Crusaders of Might & Magic	3DO	★★★	30
CTR: Crash Team Racing	**Sony CEA**	★★★★★	**26**
CyberTiger	EA Sports	★★★★	27
Dance Dance Revolution	Konami	★★★★	42
Dance Dance Revolution: Disney Mix	Konami	★★★★	49
Dance Dance Revolution: Konamix	Konami	★★★★	57
Danger Girl	THQ	★★½	39
Dark Omen	Electronic Arts	★★	9
DarkStalkers 3	Capcom	★★★★	16
Darkstone	Take-Two	★★★½	43
Dave Mirra Freestyle BMX	Acclaim	★★★½	38
Dave Mirra Freestyle BMX: Maximum Remix	Acclaim	★★½	47
David Beckham Soccer	Majesco	★★★	61
Dead in the Water	ASC	★★½	17
Dead or Alive	Tecmo	★★★★½	8
Deathtrap Dungeon	Eidos	★★½	9
Deception III: Dark Delusion	Tecmo	★★★★	31
Delta Force: Urban Warfare	Novalogic	★★★	61
Demolition Racer	Infogrames	★★★★	26
Destrega	Koei	★★★★	16
Destruction Derby Raw	Midway	★★★★	39
Devil Dice	THQ	★★★½	13
Dexter's Laboratory: Mandark's Lab?	Bam	★★★½	59
Diablo	Electronic Arts	★★★★	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	★★	31
Digimon Digital Card Battle	Bandai	★★★	48
Digimon Rumble Arena	Bandai	★★★½	55
Digimon World	Bandai	★½	36
Digimon World 2	Bandai	★★	46
Digimon World 3	Bandai	★★½	57
Dino Crisis	Capcom	★★★★	25
Dino Crisis 2	Capcom	★★★★½	38
Dirt Jockey	Mastiff	★★	71
Disney's Dinosaur	Ubisoft	★½	36
Disney's Treasure Planet	Sony CEA	★★½	64
Donald Duck: Goin' Quackers	Ubisoft	★★★	39
Downhill Mountain Bike Racing	Activision	★★½	27
Dracula: The Last Sanctuary	Dreamcatcher	★★½	56
Dracula: The Resurrection	Dreamcatcher	★★½	48
Dragon Ball GT	Bandai	★★	4
Dragon Ball Z: Ultimate Battle 22	Infogrames	★	69
Dragon Tales: Dragon Seek	NewKidCo	★½	45
Dragon Valor	Namco	★★★	38
Dragon Warrior VII	Enix	★★★★½	51
Dragonseeds	Jaleco	★★	15
Driver	**GT Interactive**	★★★★	**24**
Driver 2	Infogrames	★★★★	40
Ducati World Championship Racing	Acclaim	★★½	41
Duke Nukem: Land of the Babes	Infogrames	★★½	40
Duke Nukem: Time to Kill	**GT Interactive**	★★★½	**14**
Duke Nukem: Total Meltdown	GT Interactive	★★★	5
Dukes of Hazzard	**SouthPeak**	★½	**29**
Dukes of Hazzard II: Daisy Dukes it Out	SouthPeak	★★	41
Dune 2000	Electronic Arts	★½	27
EA Sports Supercross	EA Sports	★★★½	41
Eagle One: Harrier Attack	Infogrames	★★★	32
Echo Night	Agetec	★★★	23
ECW Anarchy Rulz	Acclaim	★	38
ECW Hardcore Revolution	Acclaim	★½	30
Ehrgeiz	Square EA	★★★½	21
Einhänder	Sony CEA	★★★★	8
Elemental Gearbolt	Working Designs	★★★★	11
Eliminator	Psygnosis	★½	20
The Emperor's New Groove	SCEA	★★★½	40
Equestrian Showcase	Mud Duck	★★	71
ESPN MLS GameNight	Konami	★★★	40
E.T. the Extra-Terrestrial: Interplanetary Mission	NewKidCo	½	54
Eternal Eyes	Crave	★½	38
Evil Dead: Hail to the King	THQ	★★½	41
Evil Zone	Titus	★★★	25
Expendable	Infogrames	★½	34

TONY HAWK'S UNDERGROUND

Secret tapes

Want to kickflip it old school? Then find the secret tapes (remember those from the PS1 days?). Since the payoff isn't all that cool (three gets you Bails 1 video, six scores you the Bails 2 vid, and all of them will get you the Always Hard vid), we'll make it easy for you and tell you how to get all nine. Remember, you have to be in story mode to see the tapes!

NEW JERSEY

This one's almost too easy. Go to the huge bridge that connects the two areas and hop off your board. There's a small walkway under the bridge. Be careful not to fall, and the tape is yours.

MANHATTAN

This one's easy if you keep your eyes open. Take a left from the starting point and it'll be on top of a billboard to your left. It's easy to get up there, too. Just hop off your board and climb up the ladder. Once you're up there, jump, press R1, pull yourself up, and it's yours. These aren't tough at all.

TAMPA

Build up your air for this one. Go straight along the road and follow it around to your left. When you make the left turn you'll see a huge gray building with two ramps attached to it. The tape is high above, see it? Now, just get speed and hit the ramp in transfer fashion. Try skitching for more speed.

SAN DIEGO

Head straight from the start point, and once you're on the road, take the first left. Now go up the stairs, and you'll see the tape in the distance. Go around the back and use one of the ramps to transfer up above. When you're up there, smash through the window, and the tape is yours.

HAWAII

First, face away from the ocean. See the hotel on your right (not the pink one)? Walk to it and then walk through the middle opening. Now, go to the street, turn around, and transfer up the quarter pipe on the left, so you can get onto the building ledge. Then find the ladder on that side of the building. From here you can get onto the roof and see the tape off to the right. Don't sweat it yet, you'll first have to Caveman onto that huge wire, going to the right if you're facing the building. Get to the rooftop, find the other wire, and grind it. The tape's yours.

VANCOUVER

You'll want to ramp up your stats for this one. Begin by going through the hotel doors and finding the other glass dome. First, see the glass buildings that let you go underground? You'll need to transfer off of those, then jump once you get on the opposite side. They're unique buildings, so try it first to see what we mean. Then when you're ready, skitch a car to gain speed, then go up the glass building. It'll propel you into the secret tape.

SLAM CITY JAM

Once you know where this one is, it's easy pickin's. See the huge scoreboard hanging in the middle of the level? It's inside that. Find a ramp that can get you onto the lighting rig, then grind around and you'll smash through and grab the tape.

MOSCOW

This one's a son-of-a-deck. Get to St. Basil's (the church straight and to your right from the starting point). Go up the ramp, get off your board, and climb up. There will be a building that features a slanted rooftop. You can't climb up on it—or can you? Go to the corners of the rooftop and you won't slide off. From there, jump up and grab the railing of the tower that's nearest your starting point (there are two, so if you grab the wrong one, it's no big deal). Once you're up on top, the tape will be right there for you. Grab it and go.

HOTTER THAN HELL

You're just one tape away now. Go behind the stage and you'll see two open doorways tucked into the back (you'll want to go into door E), or go to the front of the stage to see the same thing (go into door W). Turn around and you'll see the tape. But to get it, put some distance between you and the tape on the catwalk, turn around, and use one of the rails to propel you into it. If you fail, do a Boneless (⬆, ⬆, ⊗) and you'll get it easily.

Adolescent
freaky samurai
tortoises

DID YOU KNOW?
A group of turtles is referred to as a "bale."

READER REVIEWS

Ninjas, crime, fantasies–it's all here

We want your reviews of the best and worst games, so write a review and send it to opm@ziffdavis.com. We can't publish everyone's, so keep it short, be witty, and remember that not every game deserves a 5-star rating just because you like it!

TEENAGE MUTANT NINJA TURTLES

What you said: "I am a huge *TMNT* fan. I watched the shows, played the games, and bought the movies. So when I read the review for the new *TMNT* game, I was appalled by the rating. But when I bought the game and played it, I was even more appalled. How dare you people give such a low score to such a good game. Besides the annoying phases and the fact you play as two turtles rather than four, *TMNT* is still a pretty solid game.

SCORE 154440
SCORE 3180
COMBO 3
DRAGON FACE

The graphics are sweet, the gameplay is awesome, and it portrays the new series (which I watch and love) beautifully. I believe your rating was very harsh and off by a long shot. *TMNT* is by far one of the best *TMNT* games ever and it's great to see the boys back in the videogame world."
Your Score ★★★½

Chip Vaughn
megax999@yahoo.com

What we said: "It's a shame that so many little nuisances like that one have to add up against an otherwise solid beat-em-up."
Our Score ★★½

TRUE CRIME: STREETS OF L.A.

What you said: "After reading John Davison's review, I promptly stomped upstairs and began playing the game to figure out why he gave it such a low score. I read through the review with the magazine by my side, trying to figure out how some of the things that made him mad, making him think the game was stupid and boring, could really affect gameplay. The only thing I found was story, length, and replay value. The game isn't short in gameplay. Sure, all the animations are rather strange in motion, but they still get the job done.

Checkpoint driving missions are the most tedious, though. I have gotten bored of them and tend to steer away from them. But if you have $50 and are one of the people who thinks *GTA* games are the best (which they aren't), you might want to pick up this game. It lacks some new content, but overall, the game is a very solid buy."
Your Score ★★★★

Joshua Gringas
tidus_the_master_of_blitz
@yahoo.com

What we said: "This is a bad game. The fact that it was so ambitious just amplifies that fact. It's like a big-budget Hollywood flick gone horribly wrong—and just like those, you're better off renting if you want to ogle the train wreck."
Our Score ★★

FINAL FANTASY X-2

What you said: "Have you ever played a game and loved everything about it: the story, graphics, sound, and its core? *FFX-2* is not only enjoyable, but also simply a masterpiece. The game grabs you, and while it may have its quirky moments, it sets itself away from other games. It has cool battle graphics and a nice dress-up mode, and the battling is stunning, which makes it a total blast. Sometimes you can't keep pushing X to end the big battles, but you use other strategies to win. I can't help but brag every time I pull off another spectacular battle.

My biggest complaint is that when you lose a battle, it's game over. That gets frustrating when the last time you saved was two hours ago. Other than just battles, missions have depth as well and can be fun. The downside of the missions is that I had trouble finding my way through the harder ones. It's nice to explore and enjoy the scenery, though. Look, I love this game, and I am completely new to the *Final Fantasy* series. If Square Enix continues with games like these, it will no doubt be the best in the industry."
Your Score ★★★★½

Look2Cool
look2cool@aol.com

What we said: "Read about it, try it, buy it. *Final Fantasy X-2* is brilliant. So get over yourself and have a great time."
Our Score ★★★★★

GAME	PUBLISHER	SCORE	ISSUE
F1 2000	EA Sports	★★★½	33
F1 Championship Season	EA Sports	★★★½	40
F1 Racing Championship	Ubisoft	★★½	39
Family Feud	Hasbro	★★★	39
Family Game Pack	3DO	★★½	33
Fantastic Four	Acclaim	★★	3
Fatal Fury: Wild Ambition	SNK	★½	30
Fear Effect	Eidos	★★★★½	31
Fear Effect 2: Retro Helix	Eidos	★★★★½	43
Felony 11-79	Ascii	★★★	1
FIFA 98	EA Sports	★★★½	4
FIFA 99	EA Sports	★★★★½	17
FIFA 2000	EA Sports	★★★★½	27
FIFA 2001 Major League Soccer	EA Sports	★★★★½	39
FIFA Soccer 2003	EA Sports	★★★½	63
The Fifth Element	Activision	½	15
Fighter Maker	Agetec	★★★½	21
Fighting Force	**Eidos**	★★★	**3**
Fighting Force 2	Eidos	★★	29
Final Fantasy Anthology	Square EA	★★★★½	26
Final Fantasy Chronicles	Square EA	★★★★	47
Final Fantasy Origins	Square Enix	★★★½	67
Final Fantasy Tactics	**Sony CEA**	★★★★	**5**
❶ **Final Fantasy VII**	**Sony CEA**	★★★★★	**1**

Wow, talk about a blast from the past. Well, you ask, we provide.

FLOG THAT CHICKEN

To speed up your chocobo during a chocobo race, hold L1, L2, R1, and R2. To recharge its stamina, hold R1 and R2.

MMM, SPINY!

To race a cactuar in the snowboarding minigame in Gold Saucer, first qualify for each course. Then you'll see a yellow balloon that will let you race in time attack mode. Race on the Beginner course and look for a silver balloon. Grab it, then beat the course in less than 54 seconds. Then go into time attack mode again, hit Start, go to Options, and select Ghost. The final menu item ("???") is a cactuar ghost.

REVIVE AERIS

You CAN'T. Stop asking. We bet *Advent Children* will finalize this whole affair and prove us correct.

Final Fantasy VIII	**Square EA**	★★★★★	**25**
❺ **Final Fantasy IX**	**Square EA**	★★★★★	**39**

BLACKJACK EASTER EGG

Just input this code once you get to the End screen after everything: R2, L1, R2, R2, Up, ⊗, ➡, ◎, ⬇, △, L2, R1, R2, L1, □, □. At the second press of the □ button, you should hear a sound as if you're using an item. Now press Start and you'll be able to play Blackjack at your leisure.

Fisherman's Bait	Konami	★★★½	18
Fisherman's Bait 2: Big Ol' Bass	Konami	★★★	27
Flintstones Bedrock Bowling	SouthPeak	★	37
Ford Truck Mania	Gotham Games	★★	75
Ford Racing	Empire	★★½	44
Formula 1 '98	**Psygnosis**	★★★★	**15**
Formula 1 '99	Psygnosis	★★★½	28
Forsaken	Acclaim	★★★★	10
Fox Sports Golf '99	Fox Interactive	★★	11
Fox Sports Soccer '99	Fox Interactive	★★½	11
Freestyle Boardin' '99	Capcom	★★½	18
Freestyle Motocross: McGrath vs. Pastrana	Acclaim	★★½	40
Frogger	**Hasbro**	★★½	**4**
Frogger 2: Swampy's Revenge	Hasbro	★★★	38
Front Mission 3	Square EA	★★★★½	31
Future Cop L.A.P.D.	Electronic Arts	★★★	13
G-Police	Psygnosis	★★★★½	3
G-Police 2	Psygnosis	★★★★	25
G-Darius	THQ	★★★★	13
Galaga: Destination Earth	Hasbro	★★½	39
Galerians	Crave	★★★	33
Gallop Racer	Tecmo	★★½	28
Gauntlet Legends	Midway	★★½	32
Gekido	Interplay	★★★	34
Gekioh: Shooting King	Natsume	★★★½	67
Gex: Deep Cover Gecko	Eidos	★★★½	20
Gex: Enter the Gecko	Midway	★★★½	7

GAME	PUBLISHER	SCORE	ISSUE
Ghost in the Shell	THQ	★★★★	4
Glover	Hasbro	★★	28
Gold and Glory: The Road to El Dorado	Sony CEA	★★	42
Gran Turismo	**Sony CEA**	★★★★★	**9**
Gran Turismo 2	**Sony CEA**	★★★★★	**29**
Grand Theft Auto	**Take-Two**	★★½	**10**
Grand Theft Auto 2	Rockstar	★★★	27
Grand Theft Auto: London 1969	Rockstar	★★½	22
Grand Tour Racing '98	Activision	★★★	1
Grandia	Sony CEA	★★★★½	26
Granstream Saga	THQ	★★★	10
The Grinch	Konami/Universal	★½	39
Grind Session	Sony CEA	★★★★	34
Grudge Warriors	Take-Two	★★	34
Guardian's Crusade	Activision	★★★	19
Gubble	Mud Duck	½	68
Gundam Battle Assault 2	Bandai	★★★★	62
Gunfighter: The Legend of Jesse James	Ubisoft	★★½	52
HardBall '99	Accolade	★½	15
Harry Potter and the Sorcerer's Stone	EA Games	★★★	53
Harry Potter and the Chamber of Secrets	EA Games	★★★	64
Harvest Moon: Back to Nature	Natsume	★★★½	40
HBO Boxing	Acclaim	★★	41
Heart of Darkness	Interplay	★★★★	13
Hellboy: Asylum Seeker	Dreamcatcher	½	73
Hello Kitty's Cube Frenzy	NewKidCo	★★½	20
Herc's Adventures	LucasArts	★★★	2
High Heat Baseball 2000	3DO	★	22
High Heat Major League Baseball 2002	3DO	★★★★	43
Hogs of War	Infogrames	★★★★	38
Hooters Road Trip	Ubisoft	½	55
Hoshigami: Ruining Blue Earth	Atlus	★★½	53
Hot Shots Golf	Sony CEA	★★★★	7
Hot Shots Golf 2	Sony CEA	★★★½	30
Hot Wheels Turbo Racing	**Electronic Arts**	★★½	**25**
Hydro Thunder	Midway	★★	31
IHRA Drag Racing	Bethesda	½	53
In Cold Blood	DreamCatcher	★★	49
Incredible Crisis	Titus	★★★½	38
Inspector Gadget: Gadget's Crazy Maze	Ubisoft	★★★½	50
Intelligent Qube	Sony CEA	★★★	2
Intellivision Classic Games	Activision	★½	28
Int'l. Superstar Soccer 98	Konami	★★★★½	11
Int'l. Track & Field 2000	Konami	★★★★	27
InuYasha	Bandai	★★★	68
Invasion From Beyond	GT Interactive	★★	19
Iron Soldier 3	Vatical	★★★★	35
Irritating Stick	Jaleco	★★★	18
ISS Pro Evolution	Konami	★★★★½	35
The Italian Job	**Rockstar**	★★★★★	**57**
Jackie Chan Stuntmaster	Midway	★★★½	30
Jade Cocoon	Crave	★★★½	23
Jarrett & LaBonte Stock Car Racing	Codemasters	★★★★	38
Jeopardy!	Hasbro	★★★★	17
Jeopardy! 2	Hasbro	★★★★	29
Jeremy McGrath Supercross 2000	**Acclaim**	★½	**38**
Jersey Devil	Sony CEA	★★	10
Jet Moto 2	**Sony CEA**	★★★½	**3**
Jet Moto 3	989 Studios	★★★½	26
Jigsaw Madness	XS Games	★★	70
Jimmy Johnson VR Football	Interplay	★★	2
Jojo's Bizarre Adventure	Capcom	★★★★½	31
Juggernaut	Jaleco	★★	26
K-1 Grand Prix	Jaleco	★★★½	28
K-1 Revenge	Jaleco	★★½	18
Kagero: Deception II	Tecmo	★★★★½	14
Kartia	Atlus	★★★★	12
Kensei Sacred Fist	Konami	★½	17
Kickboxing	Agetec	★	58
Killer Loop	Crave	★★★	27
King of Fighters 99	Agetec	★★★★	41
KISS Pinball	Take-Two	★½	46
Klonoa	**Namco**	★★★★★	**6**
Knockout Kings	EA Sports	★★★½	16

MOUTH OF SAURON

Oddly enough, one of our favorite moments from the *ROTK* game and book wasn't in the movie.

GAME	PUBLISHER	SCORE	ISSUE
Knockout Kings 2000	EA Sports	★★★★	27
Knockout Kings 2001	EA Sports	★★★★	39
Konami Arcade Classics	Konami	★★½	23
Koudelka	Infogrames	★★★	35
Kurt Warner's Arena Football Unleashed	Midway	★★★	34
The Land Before Time: Great Valley Racing	TDK Mediactive	★★★	46
The Land Before Time: Return to Great Valley	Sound Source	★★½	39
Largo Winch .//Commando Sar	Ubisoft	½	57
Legacy of Kain: Soul Reaver	**Eidos**	★★★★½	**25**
The Legend of Dragoon	Sony CEA	★★★★½	34
Legend of Legaia	Sony CEA	★★★★	19
Legend of Mana	Square EA	★★½	35
Lego Island 2: The Brickster's Revenge	Lego Media	★★½	46
Lego Rock Raiders	Lego Media	★	37
Lilo & Stitch	Sony CEA	★★★½	59
The Lion King: Simba's Mighty Adventure	Activision	★½	42
The Little Mermaid II	THQ	★★★★	39
Lode Runner	Natsume	★★½	4
Looney Tunes Racing	Infogrames	★★½	39
Looney Tunes: Sheep Raider	Infogrames	★★½	51
The Lost World: Jurassic Park	**Electronic Arts**	★	**2**
Lunar: Silver Star Story Complete	Working Designs	★★★★½	22
Lunar 2: Eternal Blue Complete	Working Designs	★★★★	40
Madden NFL 98	**EA Sports**	★★★★	**2**
Madden NFL 99	EA Sports	★★★★½	13
Madden NFL 2000	**EA Sports**	★★★★★	**25**
Madden NFL 2001	**EA Sports**	★★★★★	**37**
Madden NFL 2002	EA Sports	★★★★½	49
Madden NFL 2003	EA Sports	★★★★	62
Madden NFL 2004	EA Sports	★★★★	74
Marble Master	Conspiracy	★★½	69
Martian Gothic: Unification	Take-Two	★★★½	52
Marvel Super Heroes	Capcom	★★	2
Marvel Super Heroes vs. Street Fighter	Capcom	★★★½	18
Marvel vs. Capcom EX	Capcom	★★½	30
Mary-Kate and Ashley: Magical Mystery Mall	Acclaim	★★★½	40
Mary-Kate and Ashley: Winner's Circle	Acclaim	★★½	45
Mass Destruction	ASC	★★½	3
Mat Hoffman's Pro BMX	Activision	★★★★	45
Maximum Force	Midway	★½	2
MDK	Playmates	★★½	3
Medal of Honor	**Electronic Arts**	★★★★	**27**
Medal of Honor Underground	Electronic Arts	★★★★	39
MediEvil	Sony CEA	★★★★	14
MediEvil II	Sony CEA	★★★½	32
Mega Man Legends	Capcom	★★★★	12
Mega Man Legends 2	Capcom	★★★½	39
Mega Man X4	Capcom	★★★	4
Mega Man X5	Capcom	★★★½	41
Mega Man X6	Capcom	★★★	53
Men in Black–The Series: Crashdown	Infogrames	★★★	54
Metal Gear Solid	**Konami**	★★★★★	**14**
Metal Gear Solid: VR Missions	Konami	★★★★	25
Metal Slug X	Agetec	★★★★	43
Micro Machines	**Midway**	★★★★★	**5**
Micro Maniacs	Codemasters	★★★★	32
Mike Tyson Boxing	Codemasters	★★	39
Miracle Space Race	Mud Duck	★	71
The Misadventures of Tron Bonne	Capcom	★★★★	31
Miss Spider's Tea Party	Simon & Schuster	★★★	41
Missile Command	Hasbro	★★★	28
Mission: Impossible	Infogrames	★★	28
MK Mythologies	Midway	★★½	3
MLB 98	Sony CEA	★★★	1
MLB 99	Sony CEA	★★★★	9
MLB 2000	989 Studios	★★★★	21
MLB 2001	989 Studios	★★★	33
MLB 2002	Sony CEA	★★	46
MLB 2003	Sony CEA	★★★★	60
MLB 2004	Sony CEA	★★★★½	70
MLB Bottom of the 9th 99	Konami	★★★½	12
Mobil 1: Rally Championship	Electronic Arts	★★★	32
Mobile Armor	Agetec	★	70
Mobile Light Force	XS Games	★★★½	69

GAME	PUBLISHER	SCORE	ISSUE
Monaco Grand Prix	Ubisoft	★★★½	21
Monkey Hero	Take-Two	★★	18
Monkey Magic	Sunsoft	★	29
Monopoly	**Hasbro**	★★★	**5**
Monster Bass!	XS Games	★★	70
Monster Rancher 2	Tecmo	★★★★	26
Monster Rancher Battle Card: Episode II	Tecmo	★★★½	36
Monster Rancher Hop-A-Bout	Tecmo	★★★½	41
Monster Seed	Sunsoft	★★½	20
Monsters, Inc.	Sony CEA	★★★½	51
Mort the Chicken	Crave	★½	41
Mortal Kombat: Special Forces	Midway	★½	36
Mortal Kombat 4	**Midway**	★★★½	**11**
Mortal Kombat Trilogy	Midway	n/a	n/a
Moto Racer	**Electronic Arts**	★★★★★	**3**
Moto Racer 2	Electronic Arts	★★★★½	14
Moto Racer World Tour	Infogrames	★★★★	40
Motocross Mania	Take-Two	★	48
Motocross Mania 2	Gotham Games	★★½	72
Motorhead	Fox Interactive	★★★½	14
Mr. Domino	Acclaim	★★★½	15
Mr. Driller	Namco	★★★★	33
Ms. Pac-Man Maze Madness	Namco	★★★★	38
MTV Music Generator	Codemasters	★★★★	28
MTV Sports: Pure Ride	THQ	★★★½	39
MTV Sports: Skateboarding Feat. Andy MacDonald	THQ	★	39
MTV Sports: Snowboarding	THQ	★★★½	27
MTV Sports: T.J. Lavin's Ultimate BMX	THQ	★★	45
MTV's Celebrity Deathmatch	Gotham Games	★	76
The Mummy	Konami	★★★	41
Muppet Monster Adventure	Midway	★★★★	39
Muppet Race Mania	Midway	★★★½	39
My Disney Kitchen	Bam	n/a	n/a
N.GEN Racing	Infogrames	★★½	35
N20	Fox Interactive	★★	11
Nagano Winter Olympics 98	Konami	★★	6
❷ **Namco Museum Vol. 3**	**Namco**	**n/a**	**n/a**
What did we learn on this museum trip? That Namco really likes making good racing games. Huzzah!			
NASCAR 98	**EA Sports**	★★★★	**3**
NASCAR 99	**EA Sports**	★★★★	**14**
NASCAR 2000	EA Sports	★★★★	26
NASCAR 2001	EA Sports	★★½	38
NASCAR Heat	Hasbro	★★★½	40
NASCAR Rumble	Electronic Arts	★★★½	31
NASCAR Thunder 2002	EA Sports	★★	52
NASCAR Thunder 2004	EA Sports	★½	74
NBA Fastbreak 98	Midway	★★½	4
NBA Hoopz	Midway	★★★	43
NBA In the Zone 98	Konami	★★½	7
NBA In the Zone 99	Konami	★★★½	19
NBA In the Zone 2000	Konami	★★½	28
NBA Live 98	EA Sports	★★★★½	3
NBA Live 99	EA Sports	★★★★	16
NBA Live 2000	EA Sports	★★★★½	28
NBA Live 2001	EA Sports	★★★★	39
NBA Live 2002	EA Sports	★★★½	53
NBA ShootOut 98	Sony CEA	★★★½	8
NBA ShootOut 2000	989 Studios	★★★	30
NBA ShootOut 2001	989 Studios	★★½	39
NBA ShootOut 2002	Sony CEA	★★★½	50
NBA ShootOut 2003	Sony CEA	★★★½	63
NBA ShootOut 2004	Sony CEA	★★★½	76
NBA Showtime: NBA on NBC	Midway	★★★	28
NBA Tonight	ESPN Digital	★★★	14
NCAA Final Four 99	989 Studios	★★★½	18
NCAA Final Four 2000	989 Studios	★★★½	28
NCAA Final Four 2001	Sony CEA	★★	40
NCAA Football 98	EA Sports	★★	2
NCAA Football 99	EA Sports	★★★★½	12
NCAA Football 2000	EA Sports	★★★★	25
NCAA Football 2001	EA Sports	★★★½	36
NCAA GameBreaker 98	Sony CEA	★★★★	4
NCAA GameBreaker 99	989 Studios	★★★★	15

REPLAY FORUM

SPIDERS AND ROTK

Just got the January issue of *OPM*. There's another easy way to knock off Shelob in *LOTR: ROTK*. Jump in with speed attacks at the start, then press all four shoulder buttons. This activates the elven cloaking device, letting you line up for a big old can of pummelstones. Also, use your long-range attacks, but never when Shelob is on the wall. Hitting her when she's on the wall will force her to jump out and attack right away.

Rev. Giark
giark@golden.net

That's a pretty helpful tip there, "Reverend." One thing, though: We object to the term "elven cloaking device." Cloaking devices are what Klingons and Romulans use. Elves use...cloaks. So you should have said "activates the elven cloaking...cloak."

GLADIUS

Hey, *OPM*. I'm really enjoying *Gladius*, and I thought if anyone else was playing it out there, they'd appreciate a tip on recruiting my favorite unit: the Undead Legionnaire. Go back to the Dragonslayer after doing the first shopkeeper quest in Mordare. He'll tell you about some undead guys in a hill. Check it out at night, destroy the tombstones, and you'll get the Talisman of Unlife. Use that near a gravestone, and an Undead Legionnaire will join. They rock; they're tough and expendable.

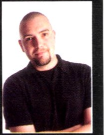
John Logan
New York City, NY

GAME	PUBLISHER	SCORE	ISSUE
NCAA GameBreaker 2000	989 Studios	★★★	25
NCAA GameBreaker 2001	Sony CEA	★★½	37
NCAA March Madness 98	EA Sports	★★★★	7
NCAA March Madness 99	EA Sports	★★★	18
NCAA March Madness 2000	EA Sports	★★★★	29
NCAA March Madness 2001	EA Sports	★★	41
Nectaris: Military Madness	Jaleco	★★★★	17
Need for Speed III	**Electronic Arts**	★★★★	**8**
Need for Speed: High Stakes	**Electronic Arts**	★★★★½	**20**
Need for Speed: Porsche Unleashed	Electronic Arts	★★★½	33
Need for Speed: V-Rally	Electronic Arts	★½	3
Need for Speed: V-Rally 2	Electronic Arts	★★★½	28
Newman/Haas Racing	Psygnosis	★★	7
The Next Tetris	Hasbro	★★★	24
NFL Blitz	**Midway**	★★★★★	**13**
NFL Blitz 2000	**Midway**	★★★★★	**24**
NFL Blitz 2001	Midway	★★★½	38
NFL GameDay 98	**Sony CEA**	★★★★★	**1**
NFL GameDay 99	989 Studios	★★★★	13
NFL GameDay 2000	989 Studios	★★★★	25
NFL GameDay 2001	989 Studios	★★½	37
NFL GameDay 2002	Sony CEA	★★	49
NFL GameDay 2003	Sony CEA	★★★★	62
NFL GameDay 2004	Sony CEA	★★	74
NFL Xtreme	989 Studios	★★	11
NFL Xtreme 2	989 Studios	★½	24
NHL 98	EA Sports	★★★★	2
NHL 99	EA Sports	★★★★½	15
NHL 2000	EA Sports	★★★★	26
NHL 2001	EA Sports	★★★★	38
NHL Blades of Steel 2000	Konami	★★	28
NHL Breakaway 98	Acclaim	★★★	2
NHL Championship 2000	Fox Interactive	★★★	27
NHL FaceOff 98	**Sony CEA**	★★★★★	**2**
NHL FaceOff 99	989 Studios	★★★★	14
NHL FaceOff 2000	989 Studios	★★★★	26
NHL FaceOff 2001	Sony CEA	★★★★½	38
NHL Rock the Rink	Electronic Arts	★★★★	32
Nick Toons Racing	Infogrames	★★★	48
Nightmare Creatures	Activision	★★★½	3
Nightmare Creatures II	Konami	★★	33
Ninja: Shadow of Darkness	Eidos	★½	15
Nuclear Strike	Electronic Arts	★★★★½	3
O.D.T.	Psygnosis	★½	15
Oddworld: Abe's Exoddus	GT Interactive	★★★★½	15
Oddworld: Abe's Oddysee	**GT Interactive**	★★★★	**1**
Omega Boost	Sony CEA	★★★★	25
One	ASC	★★★★	4
One Piece Mansion	Capcom	★½	50
Pac-Man World	**Namco**	★★★★½	**25**
Pandemonium! 2	Midway	★★★½	3
Panzer Front	Agetec	★★★½	51
PaRappa the Rapper	**Sony CEA**	★★★★★	**2**
Parasite Eve	**Square EA**	★★★★	**12**
Parasite Eve II	Square EA	★★★★½	37
Patriotic Pinball	Gotham Games	★★½	70
Persona 2: Eternal Punishment	Atlus	★★★★	41
Peter Jacobsen's Golden Tee Golf	Infogrames	★★★½	41
PGA Tour 98	EA Sports	★★★	3
Phix: The Adventure	Agetec	★½	74
Pinobee	Konami	★★	68
Pipe Dreams 3D	Empire Int.	★★	52
Pitfall 3D	Activision	★★	9
Planet of the Apes	Ubisoft	★★★	63
Play With the Teletubbies	Knowledge Adv.	★★	36
Pocket Fighter	Capcom	★★★★	11
Point Blank	Namco	★★★½	6
Point Blank 2	Namco	★★★½	20
Point Blank 3	Namco	★★★½	44
Polaris SnoCross	Vatical	★★½	38
Pong	Hasbro	★★★½	27
Pool Hustler	Activision	★★★★	15
Populous: The Beginning	Electronic Arts	★½	21
Porsche Challenge	Sony CEA	★★★½	1

www.playstationmagazine.com

HOW TO LOSE FRIENDS AND ALIENATE PEOPLE

Get hooked on a game like Final Fantasy XI



John Davison
Editor-in-Chief

There are so many online games coming to PS2 this year, we're finally starting to see the next wave of game design emerging in a variety of different genres. From now on, all sports games will be online, all racing games will follow *Need for Speed: Underground*'s lead, and all adventures will allow you to play with a group of pals, like the awesome *Champions of Norrath*, which appears on our demo disc this month.

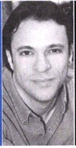
The most obvious example of online goodness, though, is our cover-story game, *Final Fantasy XI*. This game proves not only that the guys at Square *really* know what they're doing, but also that an MMORPG (or "morepig") can be *fun*. If you played *EverQuest Online Adventures* and didn't like it much, don't be put off. Try *FFXI* and you'll be pleasantly surprised. So surprised, I'm sure, that like our reviews editor, Joe Rybicki, you'll soon alienate those you love and insist on being referred to by your online name while regaling your friends and coworkers with tales of your (sometimes quite uneventful) adventures.

ABOUT OUR CONTRIBUTORS

KRISTIAN OLSON
A professional illustrator and graphic designer for eight years, his work was included in last year's Communication Arts Illustration Annual, a prestigious illustration competition. His stuff rocks.
www.kristianolson.com

JOHN SCALZI
Every month, John has the laborious task of watching a ton of movies and listening to loads of CDs so he can save you from having to suffer through a bunch of bad films and music yourself. Is John the nicest guy ever or what?

DAVID KUSHNER
When David Kushner isn't publishing books like *Masters of Doom* or writing for *Rolling Stone* and *Entertainment Weekly*, he deigns to whip up the occasional article for us—this month he wrote "Lost in Translation," located on page 36.



RAVI HIRANAND
Every month, Ravi does the difficult investigative journalism necessary to bring you the hard scoop on issues like folk-singing polar bears for his column, Only in Japan. Also, this month check out his review of *Winning Eleven 7*.

Videogames Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about videogame content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

WWW.ESRB.ORG

EARLY CHILDHOOD RATING
Deemed suitable for children 3 or older. Products carrying this label have absolutely no material that would be considered inappropriate by parents.

EVERYONE RATING
The E replaced the previous K-A rating last year. Suitable for kids ages 6 and up, E-rated games may contain minimal violence or crude language.

TEEN RATING
Contains suggestive themes; mild or strong language; and animated violence. Some parents may want to supervise children playing T-rated games.

MATURE RATING
These games contain more adult themes, such as blood and gore; stronger language; and sexual themes. Deemed not suitable for those under 17.

ADULTS ONLY RATING
The extreme of the ratings, suitable for adults only. Packs sexual themes and extreme violence. Console manufacturers have yet to allow an AO-rated game.

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SHOCKER
At 5,000 volts, the WASP mini stock prod is indeed an irritating stick.

REWIND

Marching to our own beat in 1999

Besides featuring the first games in the Silent Hill *and* Syphon Filter *franchises, the March 1999 issue showed that we were desperate to fill six pages. Think back fondly about what you were doing five years ago as we highlight some pages from the March 1999 issue.*

Reviews of two franchise starters, *Silent Hill* and *Syphon Filter*, were the big feature this month. Both games got four discs—they weren't instant classics, but they were excellent games that easily merited follow-ups. The biggest surprise? The *Syphon Filter* team previously did *Bubsy 3D*. Mark MacDonald wrote, "To go from that putrid piece of garbage to this slightly flawed but very enjoyable, high-quality title is truly impressive."

ARMOR
TARGET

Syphon Filter

BATTLE OF THE SEXES

We did a silly article called "10 Games Your Girlfriend Will Play" in January. We got a lotta angry letters from female gamers, calling us sexist and even misogynist! Seems like our sexism comes up every five years or so.

BEST. NAME. EVER.

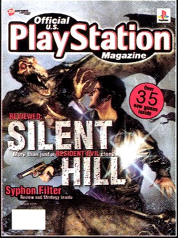
Here's a shout out to a lost classic: *Irritating Stick*. It had the greatest name for a game ever—plus, it was based on an equally inane show. Both the show and the game revolved around guiding a stick through a maze and making sure it didn't touch the walls (à la *Operation*). Yet while the game would simply end when you touched a wall (and hit you with a vibratory feedback on your DualShock), the players on the TV show would actually get electrocuted. Yikes! Anyhow, *Irritating Stick* wasn't too remarkable a game (earning a middle-of-the-line three discs); it had a pretty limited single-player and a mildly interesting splitscreen mode. It just happens to have the greatest name ever. Developers, stop using Nietzsche books and start using more weird Asian shows with simplistic "adjective noun" titles.

FLASHBACK HIGHLIGHT

Since we reviewed the very first *Silent Hill* game, we even ran an interview with *Silent Hill* producer/director Keiichiro Toyama—if you read the Previews section this month, you'd know that Toyama is now the producer/director of *Siren*. Interestingly enough, Toyama admitted that *Silent Hill* was his first foray into horror and that he "didn't know too much about horror games or horror in general." He freely admitted to being influenced by Stephen King, David Lynch, and David Cronenberg. Five years later, he still likes the idea of scaring the bejesus out of people.

OED: OPM ENGLISH DICTIONARY

Here's the biggest shocker this issue: We had a six-page glossary of game terms. Yes, you read that correctly—six pages of definitions for things like "CD" or "D-pad." OK, it was probably useful for people who weren't quite sure what "collision detection" or "flat shading" or even "L3" meant. While such a dictionary of gaming terms might be useful for total newbies, we're not entirely sure why we burned six entire pages on it. Nowadays, even "FPS" shows up on mainstream shows like *Law & Order*. But maybe we're taking your knowledge for granted. Do you, gentle reader, understand everything we're saying? Or do we lose you in our use of gaming gobbledygook?


Official U.S. PlayStation Magazine
Over 35 new games inside
REVIEWED: SILENT HILL
More than just a RESIDENT EVIL clone
Syphon Filter
Review and Strategy inside

BEST GAME

CIVILIZATION II
PlayStation
ACTIVISION

In the same month that saw both *Silent Hill* and *Syphon Filter*, what was Game of the Month? While those two earned a respectable four discs each, the highest-rated game was *Civilization II* at four and a half discs! *Civ II*! While it's pretty much one of the best strategy games ever made, it's better known as a PC title. Kraig Kujawa wrote, "All too often, game companies underestimate the patience and intelligence of PlayStation gamers and dumb down complex PC games [...] Activision was wise enough to avoid such a grave mistake and has delivered *Civilization II* almost perfectly intact."

WORST GAME

The other great-sounding title of the month happened to be the lowest-rated game—*Monkey Hero*. With a whopping two stars, it got smacked for atrocious graphics, craptacular animation, and jerky controls. It sounded pretty crappy, and it seems like the term "Monkey Hero" was the only thing that bumped it up from a one- or one-and-a-half-disc rating to a two-disc rating.

PlayStation
Unabridged Dictionary

Admit it. Sometimes you have no idea what we're talking about. (It's OK, sometimes we don't either.) Perhaps you've just picked up a PlayStation, and suddenly you find yourself in a strange new world full of unexplained acronyms. You no longer need be ashamed! For we, your faithful servants, have assembled this compendium of PlayStation knowledge. What follows is a collection of every imaginable term over which you may have scratched your head—diagrammed, cross-referenced and entirely unabridged.

GAME	PUBLISHER	SCORE	ISSUE
Power Play Sports Trivia	Ubisoft	●●	58
Power Rangers Lightspeed Rescue	THQ	●◐	40
Power Shovel	Acclaim	●●●	49
Power Soccer 2	Psygnosis	●●●	5
Power Spike Pro Beach Volleyball	Infogrames	●●◐	41
The Powerpuff Girls: Chemical X-Traction	Bam	●◐	51
Poy Poy	Konami	●●●	3
Pro 18 World Tour Golf	Psygnosis	●●	19
Pro Pinball: Big Race USA	Empire	●●●◐	37
Pro Pinball: Fantastic Journey	Empire	●●●◐	37
Pro Pinball: Timeshock!	Take-Two	●	10
Psybadek	Psygnosis	●●	15
Punky Skunk	Jaleco	●●●	6
Putter Golf	Agetec	◐	53
Puzzle Star Sweep	Agetec	●●◐	43
Puzznic	Mud Duck	●	71
Q-Bert	Hasbro	●●◐	28
Quake II	Activision	●●●●	27
R-Type Delta	Agetec	●●●●◐	23
R-Types	Ascii	●●●◐	17
R4: Ridge Racer Type 4	Namco	●●●●	20
Racing	Agetec	◐	43
Rage Ball	Agetec	●◐	68
Railroad Tycoon II	Take-Two	●●●	30
Rainbow Six	Red Storm	●	27
Rally Cross 2	989 Studios	●●●◐	15
Rampage	Midway	●●◐	4
Rampage 2: Universal Tour	Midway	●	21
Rampage Through Time	Midway	●◐	36
Ray Tracers	THQ	●●●	5
RayCrisis	Working Designs	●●●	38
Rayman 2: The Great Escape	Ubisoft	●●●●	35
Rayman Brain Games	Ubisoft	●●●	50
Rayman Rush	Ubisoft	●●●	57
Razor Freestyle Scooter	Crave	●●●	41
RC de GO!	Acclaim	●●●●	40
RC Helicopter	Agetec	●◐	68
RC Revenge	Acclaim	●●●◐	37
RC Stunt Copter	Titus	●●●●	25
Re-Volt	Acclaim	●●	26
Ready 2 Rumble	**Midway**	●●●◐	**27**
Ready 2 Rumble: Round 2	Midway	●●●	40
Red Asphalt	Interplay	●◐	3
Reel Fishing	**Natsume**	●●●	**3**
Reel Fishing II	Natsume	●●	34
Resident Evil: Director's Cut	**Capcom**	●●●	**2**
Resident Evil 2	**Capcom**	●●●●●	**6**
Resident Evil 2: Dual Shock	**Capcom**	●●●●●	**13**
Resident Evil 3: Nemesis	Capcom	●●●●◐	27
Resident Evil: Survivor	Capcom	●◐	38
Rhapsody: A Musical Adventure	Atlus	●●●	35
Rising Zan	Agetec	●●●●	24
Risk	Hasbro	●●●●	11
Rival Schools	Capcom	●●●●	14
Riven: The Sequel to Myst	**Acclaim**	●●●●●	**6**
Road Rash 3D	**Electronic Arts**	●●●	**11**
Road Rash: Jail Break	Electronic Arts	●●	30
Rock 'Em Sock 'Em Robots	Mattel	●●●	41
Rocket Power: Team Rocket Rescue	THQ	●◐	51
Rogue Trip	GT Interactive	●●●◐	14
Roll Away	Psygnosis	●●●●◐	13
Rollcage	Psygnosis	●●●◐	19
Rollcage Stage II	Psygnosis	●●●◐	31
Romance of the Three Kingdoms VI	Koei	●●	30
Roswell Conspiracies: Aliens, Myths, & Legends	Red Storm	●	48
RPG Maker	Agetec	●●●●◐	35
Rugrats: Totally Angelica	THQ	●●●◐	48
Rugrats in Paris: The Movie	THQ	●●●	41
Runabout 2	Hot-B	●	36
Running Wild	989 Studios	●●	14
Rushdown	Electronic Arts	●●	19
Sabrina, Teenage Witch: A Twitch in Time!	Knowledge Adv.	◐	45
SaGa Frontier	Sony CEA	●●●◐	8
SaGa Frontier 2	Square EA	●●●◐	29

SPIDEY GONE BAD

Usually, they're enemies, but in a recent issue, the Green Goblin blackmails Spider-Man into attacking the White House along with him!

ALFRED MOLINA

You've seen the actor who plays Doc Ock in such films as *Chocolat*, *Boogie Nights*, and *Raiders of the Lost Ark*.

GAME	PUBLISHER	SCORE	ISSUE
Saiyuki: Journey West	Koei	●●●◐	47
Saltwater Sportfishing	Agetec	●●◐	52
Sammy Sosa High Heat Baseball 2001	3DO	●●	32
Sammy Sosa Softball Slam	3DO	●●	33
Samurai Shodown: Warrior's Rage	SNK	●◐	36
Scooby-Doo and the Cyber Chase	THQ	●●	52
Scrabble	Hasbro	●●◐	28
Sentinel Returns	Psygnosis	●●	11
Sesame Street Sports	NewKidCo	●●●◐	54
Shadow Madness	Crave	●●◐	19
Shadow Man	Acclaim	●◐	27
Shadow Master	Psygnosis	●●●●	5
Shadow Tower	Agetec	◐	28
Shanghai: True Valor	Sunsoft	●●●	20
Sheep	Empire	●●●	41
Shipwreckers	Psygnosis	●●●	3
Shooter: Space Shot	Agetec	●●●◐	48
Shooter: Starfighter Sanvein	Agetec	●●	43
❸ **Shrek: Treasure Hunt**	**TDK Mediactive**	**n/a**	**n/a**

There are no codes. It's not like you're dying for them, are you?

GAME	PUBLISHER	SCORE	ISSUE
Silent Bomber	Bandai	●●●●	30
Silent Hill	**Konami**	●●●●	**18**
Silhouette Mirage	Working Designs	●●●◐	29
Sim Theme Park	Electronic Arts	●●◐	33
The Simpsons Wrestling	Taito	●●	45
Skullmonkeys	**Electronic Arts**	★★★★★	**6**
Skydiving Extreme	Banpresto	●◐	49
Sled Storm	**Electronic Arts**	●●●●	**24**
Slots	Activision	●●	72
Small Soldiers	Electronic Arts	●◐	15
Smurfs	Infogrames	●●●●	29
Smurf Racer	Infogrames	●●	45
Sno-Cross Championship Racing	Crave	●◐	37
Snowboarding	Agetec	●●	43
Sol Divide	XS Games	●●●	68
Sorcerer's Maze	XS Games	●●●◐	68
Soul of the Samurai	Konami	●◐	24
South Park	Acclaim	●◐	27
South Park: Chef's Luv Shack	Acclaim	●	28
South Park Rally	Acclaim	●◐	29
Space Invaders	Activision	●●●	27
Spawn: The Eternal	Sony CEA	●●	4
Spec Ops: Covert Assault	Take-Two	●	52
Spec Ops: Ranger Elite	Take-Two	●	46
Spec Ops: Stealth Patrol	Take-Two	●	34
Speed Punks	Sony CEA	●●●●◐	32
Speed Racer	Jaleco	●●	8
Speedball 2100	Empire	●●◐	40
Spider-Man	**Activision**	★★★★★	**37**
Spider-Man 2: Enter Electro	Activision	●●●◐	50
Spin Jam	Take-Two	●◐	38
SpongeBob SquarePants	THQ	●●	51
Sports Car GT	Electronic Arts	●●◐	21
Spyro the Dragon	**Sony CEA**	●●●●	**13**
Spyro 2: Ripto's Rage!	**Sony CEA**	●●●●◐	**27**
Spyro 3: Year of the Dragon	**Sony CEA**	★★★★★	**39**
Star Ocean: The 2nd Story	Sony CEA	●●●●◐	22
Star Trek: Invasion	Activision	●●●●◐	37
Star Wars Episode I: Jedi Power Battles	LucasArts	●●◐	33
Star Wars Episode I: The Phantom Menace	**LucasArts**	●●●	**25**
Star Wars Masters of Teräs Käsi	LucasArts	●●●	4
Star Wars Demolition	LucasArts	●●●◐	41
Steel Reign	Sony CEA	●●●	2
Streak	GT Interactive	●●◐	15
Street Fighter Alpha 3	**Capcom**	★★★★★	**21**
Street Fighter Collection	Capcom	●●●	4
Street Fighter Collection 2	Capcom	●●●	16
Street Fighter EX Plus Alpha	Capcom	●●●●	2
Street Fighter EX2 Plus	Capcom	●●●	33
Street Racquetball	Agetec	◐	68
Street Sk8er	Electronic Arts	●●◐	19
Street Sk8er 2	Electronic Arts	●●●	32
Strider 2	Capcom	●●●◐	34
Striker Pro 2000	Infogrames	●●●●	33
Strikers 1945	Agetec	●●◐	44
Stuart Little 2	Sony CEA	●●◐	60
Suikoden II	Konami	●●●●	26
Super Bubble Pop	Jaleco	●	68
Super Shot Soccer	Tecmo	●●●◐	61
Superbike 2000	EA Sports	●◐	32
SuperCross 2000	EA Sports	●◐	29
SuperCross Circuit	989 Studios	●●●◐	28
Superstar Dance Club #1 Hits!!!	XS Games	●●◐	67
Surf Riders	Ubisoft	●◐	35
Sydney 2000	Eidos	●●	38
Syphon Filter	**989 Studios**	●●●●	**18**
Syphon Filter 2	989 Studios	●●●◐	31
Syphon Filter 3	Sony CEA	●●●◐	52
T'ai Fu	Activision	●◐	19
T.R.A.G.	Sunsoft	●●●	20
Tactics Ogre	Atlus	●●●◐	12
Tail Concerto	Atlus	●●●◐	26
Tales of Destiny	Namco	●●●●	13
Tales of Destiny II	Namco	●●●◐	49
Tall: Infinity	Agetec	●◐	75
❹ **Tarzan**	**Sony CEA**	●●●◐	**24**

LEVEL SELECT

To open the Cheat menu, go to the Main menu and press ←, ←, →, →, ↑, ↓, ←, →, ↑, ↑, ↓, ↓. Then go into the Cheat menu and enter this code for Level Select: L1, R1, L1, R1, L1, R1, L1, R1, L2, R2.

GAME	PUBLISHER	SCORE	ISSUE
Team Buddies	Midway	●●●◐	38
Team LOSI RC Racing	Fox Interactive	●●◐	13
Tekken 3	**Namco**	★★★★★	**9**
Tenchu	**Activision**	●●●●	**14**
Tenchu 2: Birth of the Stealth Assassins	Activision	●●●	37
Tennis	Agetec	●●	53
Tennis Arena	Ubisoft	●●◐	4
Test Drive 4	**Accolade**	●●●◐	**3**
Test Drive 5	**Accolade**	●●●◐	**15**
Test Drive 6	Infogrames	●●●◐	27
Test Drive: Le Mans	Infogrames	●●◐	34
Test Drive: Off-Road 3	Infogrames	●●	26
Thousand Arms	Atlus	●●●●	26
Thrasher: Skate & Destroy	Rockstar	●●●◐	29
Threads of Fate	Square EA	●●●◐	35
Thunder Force V	Working Designs	●●●	13
Tiger Woods 99 PGA Tour Golf	EA Sports	●●●●	16
Tiger Woods PGA Tour 2001	EA Sports	●●●◐	41
Tigger's Honey Hunt	NewKidCo	●●●●	41
Time Crisis: Project Titan	Namco	●●●	45
Tiny Tank	Sony CEA	●●	25
Tiny Toon Adventures: Plucky's Big Adventure	Conspiracy	●◐	50
Tiny Toons: The Great Beanstalk	NewKidCo	●●●●	18
TOCA 2	Activision	●●●●◐	27
Tom & Jerry in House Trap	Eidos	●●●	41
Tom Clancy's Rainbow Six: Rogue Spear	Red Storm	●●◐	45
Tomb Raider II	**Eidos**	●●●●◐	**4**
Tomb Raider III	**Eidos**	●●●◐	**16**
Tomb Raider: Chronicles	Eidos	●●◐	41
Tomb Raider: The Last Revelation	Eidos	●●●●	29
Tomba!	Sony CEA	●●●●	11
Tomba! 2: The Evil Swine Return	Sony CEA	●●●●	29
Tomorrow Never Dies	**Electronic Arts**	●●●◐	**28**
Tonka Space Station	Hasbro	●●◐	41
Tony Hawk's Pro Skater	**Activision**	●●●●◐	**26**
Tony Hawk's Pro Skater 2	**Activision**	★★★★★	**38**
Tony Hawk's Pro Skater 3	Activision	●●●●◐	51
Tony Hawk's Pro Skater 4	Activision	●●●●	64
Toonenstein: Dare to Scare	Vatical	●●◐	29
Torneko: The Last Hope	Enix	●●	40
Toy Story 2	Activision	●●●	28
Toy Story Racer	Activision	●●●	44
Transformers: Beast Wars Transmetals	Bam	●	36
Trap Gunner	Atlus	●●◐	13
Treasures of the Deep	Namco	●●●●	1
Trickin' Snowboarder	Capcom	●◐	25
Triple Play '99	EA Sports	●●◐	9
Triple Play 2000	EA Sports	●●●●◐	20

REPLAY FORUM

DEAD TO RIGHTS

Are there any codes for the game *Dead to Rights*? I would like to know if there are any out there.

Mark A. Parker
parker2001.1@juno.com

Sure, here you go! In fact, here's a whole mess of them! Just enter any of these on the New Game screen while holding down all the triggers. A message should pop up to indicate that the code is working.

Invisibility:
△, △, ↑, ↑, △

"Chow Yun Jack":
□, ○, ↑, ↑, ↑

Infinite health:
□, △, ←, ↑, →

Level select:
↓, ←, ↓, △, ↓

Master code:
↓, ←, ↓, △, ↓

SPIDER-MAN

I got so stoked about *Spider-Man 2* that I decided to pick up the first *Spider-Man* movie game. Do you have any cool cheats? I keep on hearing about the Green Goblin being a character!

Ben Reilly
New York City, NY

Well, OK. First, here's the easiest one: unlocking Peter Parker. You just need to finish the game on Easy.

A cooler unlockable is the Alex Ross costume (a proposed but unused costume). Finish the game on normal.

The best unlockable is the Green Goblin. You need to finish the game on Hero difficulty for this one.

GAME	PUBLISHER	SCORE	ISSUE
Triple Play 2001	**EA Sports**	★★★★★	**32**
Triple Play Baseball	EA Sports	●●◐	44
Turbo Prop Racing	Sony CEA	●●●	11
Turnabout	Natsume	●●●●	69
Twisted Metal III	**989 Studios**	●●◐	**16**
Twisted Metal 4	**989 Studios**	●●●●	**28**
Twisted Metal: Small Brawl	Sony CEA	●●◐	52
Tyco RC: Assault With a Battery	Mattel	●●	38
Ultimate 8-Ball	THQ	●●●●	22
Ultimate Fighting Championship	Crave	●●◐	40
UmJammer Lammy	Sony CEA	●●●◐	24
The Unholy War	Eidos	●●●	14
Uprising X	3DO	●●●	17
Urban Chaos	Eidos	●●	33
Vagrant Story	Square EA	●●●◐	33
Valkyrie Profile	Enix	●●●●	36
Vampire Hunter D	Jaleco	●●	37
Vanark	Jaleco	●●●	32
Vandal Hearts II	Konami	●●●◐	27
Vanguard Bandits	Working Designs	●●◐	33
Vanishing Point	Acclaim	●●●◐	44
Vegas Games 2000	3DO	●●●◐	27
V.I.P.	Ubisoft	●●	51
Vigilante 8	**Activision**	●●●●	**10**
Vigilante 8: Second Offense	Activision	●●●	29
Virtual Kasparov	Titus	●●	49
VR Baseball '99	Interplay	●●●◐	11
VR Sports Powerboat Racing	Interplay	●	10
Vs.	THQ	●	3
Walt Disney World Quest Magical Racing Tour	Eidos	●●◐	33
Walt Disney's Jungle Book Rhythm n' Groove	Ubisoft	●●●	41
War Jetz	3DO	●●	48
WarGames: DefCon 1	MGM Interactive	●●●●	12
Warpath: Jurassic Park	Electronic Arts	●●	27
Warriors of Might and Magic	3DO	●●●	41
Warzone 2100	Eidos	●●●●	22
WCW Backstage Assault	EA Games	●●	40
WCW Mayhem	Electronic Arts	●●●◐	26
WCW Nitro	**THQ**	●●◐	**5**
WCW/nWo Thunder	THQ	●	17
The Weakest Link	Activision	●●●◐	51
Wheel of Fortune	**Hasbro**	●●●●	**17**
Wheel of Fortune 2	Hasbro	●●●●	39
Winnie the Pooh: Kindergarten	Bam	n/a	n/a
Winnie the Pooh: Preschool	Bam	n/a	n/a
Who Wants to Be a Millionaire: 2nd Edition	Sony CEA	●●◐	35
Who Wants to Be a Millionaire: 3rd Edition	Sony CEA	●◐	47
Wild 9	Interplay	●●●◐	15
Wild Arms 2	Sony CEA	●●●◐	33
The Wild Thornberrys: Animal Adventure	Mattel	●◐	41
WipeOut 3	Psygnosis	●●●●	26
Woody Woodpecker Racing	Konami	●●	40
World Cup 98	EA Sports	●●●	10
World Destruction League: Thunder Tanks	3DO	◐	39
World Is Not Enough	Electronic Arts	●●●	40
World's Scariest Police Chases	Activision	●●	47
Worms Armageddon	Hasbro	●●●◐	27
Worms World Party	Ubisoft	●●●●	55
Wu-Tang Shaolin Style	Activision	●●●	28
WWE Attitude	Acclaim	●●●●	24
WWE SmackDown!	**THQ**	●●●●◐	**31**
WWE SmackDown! 2	**THQ**	★★★★★	**40**
WWE War Zone	**Acclaim**	●●●●	**12**
X-Bladez: Inline Skater	Crave	◐	55
X-Files	Fox Interactive	●●●	28
X Games Pro Boarder	ESPN Digital	●●●●	14
X-Men: Children of the Atom	Acclaim	●●	6
X-Men: Mutant Academy	Activision	●●●	36
X-Men: Mutant Academy 2	Activision	●●●	50
Xena: Warrior Princess	Electronic Arts	●●●◐	26
Xenogears	Square EA	●●●●	14
You Don't Know Jack!	Berkeley Systems	●●●●◐	25
You Don't Know Jack! Mock 2	Sierra	●●	40
Yu-Gi-Oh!: Forbidden Memories	Konami	●◐	57

15 meters The height of the hoops in a Quidditch game.

NEXT MONTH

April 2004
On sale March 9

ON THE DEMO DISC LIFELINE

Official U.S. PlayStation Magazine
Issue 79
SONY
NTSC U/C
SCUS 97333
DVD ROM
PlayStation 2

EXCLUSIVE PLAYABLE DEMOS!

World Soccer: Winning Eleven 7 International
Castlevania: Lament of Innocence
Firefighter F.D. 18
Harry Potter: Quidditch World Cup
Tom Clancy's Ghost Recon: Jungle Storm
Lifeline

REPLAY TIPS & TRICKS

Jak II
Starsky & Hutch
Freaky Flyers
DDRMAX2

VIDEO

La Pucelle: Tactics
All-Star Baseball 2005

INSIDE THE GAME

Final Fantasy XI, part 2
Logitech USB headset
The Making of Harry Potter: Quidditch World Cup

SPECIAL JAPANESE IMPORT!

Chaindive

TALK TO GIRLS!
In a futuristic space hotel
Our exclusive playable demo next issue will give you a taste of Konami's new game starring Rio here (voiced by Kristen Miller).

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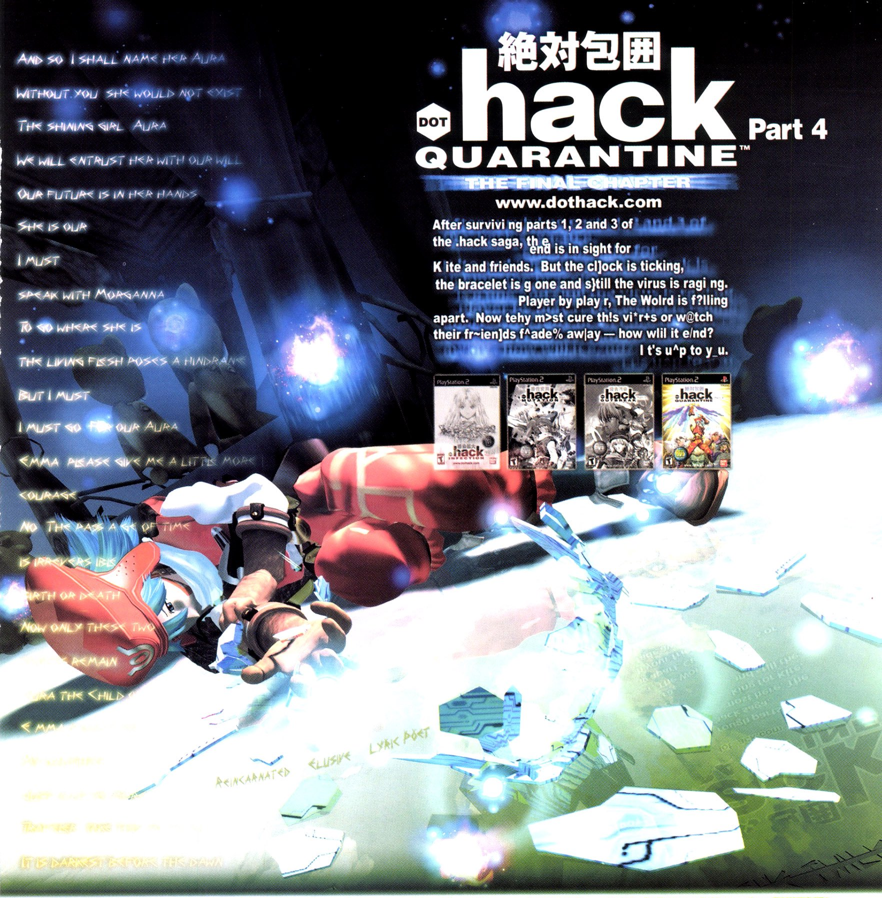
AND SO I SHALL NAME HER AURA
WITHOUT YOU SHE WOULD NOT EXIST
THE SHINING GIRL AURA
WE WILL ENTRUST HER WITH OUR WILL
OUR FUTURE IS IN HER HANDS
SHE IS OUR
I MUST
SPEAK WITH MORGANNA
TO GO WHERE SHE IS
THE LIVING FLESH POSES A HINDRANCE
BUT I MUST
I MUST GO FOR OUR AURA
EMMA PLEASE GIVE ME A LITTLE MORE
COURAGE
NO THE PASSAGE OF TIME
IS IRREVERSIBLE
BIRTH OR DEATH
NOW ONLY THESE TWO
REMAIN
RA THE CHILD
EMMA
IT IS DARKEST BEFORE THE DAWN
REINCARNATED
ELUSIVE
LYRIC POET

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After survivi ng parts 1, 2 and 3 of
the .hack saga, th e end is in sight for
K ite and friends. But the cl]ock is ticking,
the bracelet is g one and s}till the virus is ragi ng.
Player by play r, The Wolrd is f?lling
apart. Now tehy m>st cure th!s vi*r+s or w@tch
their fr~ien]ds f^ade% aw|ay — how wlil it e/nd?
I t's u^p to y_u.

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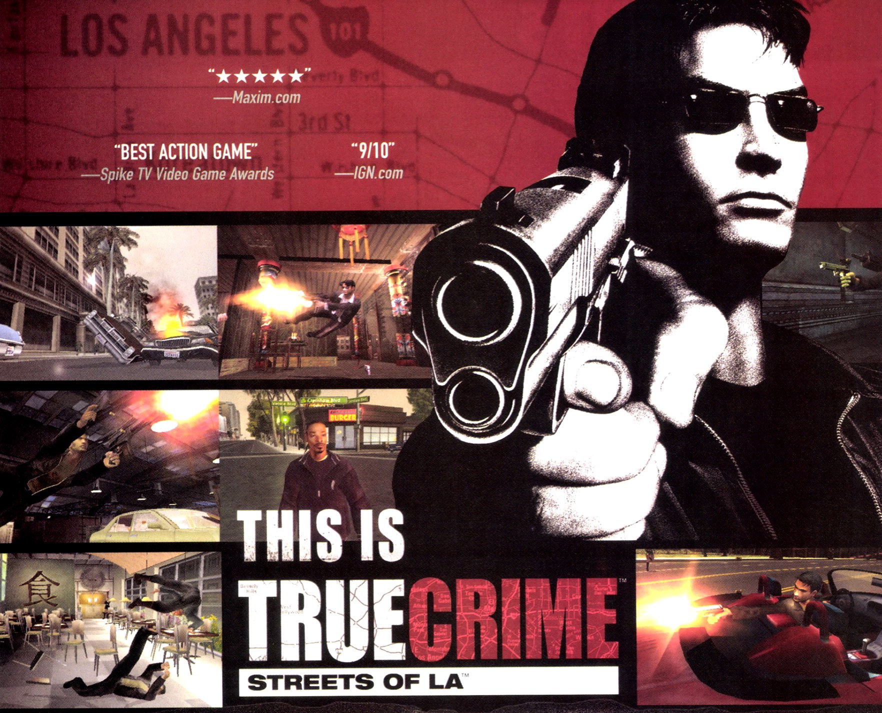

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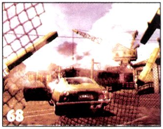

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98 DEMO DISC
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EXCLUSIVE FIRST REVIEW!

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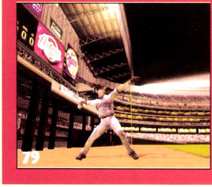

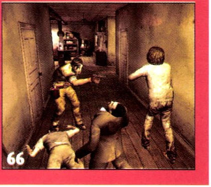

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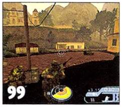

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Gluvan
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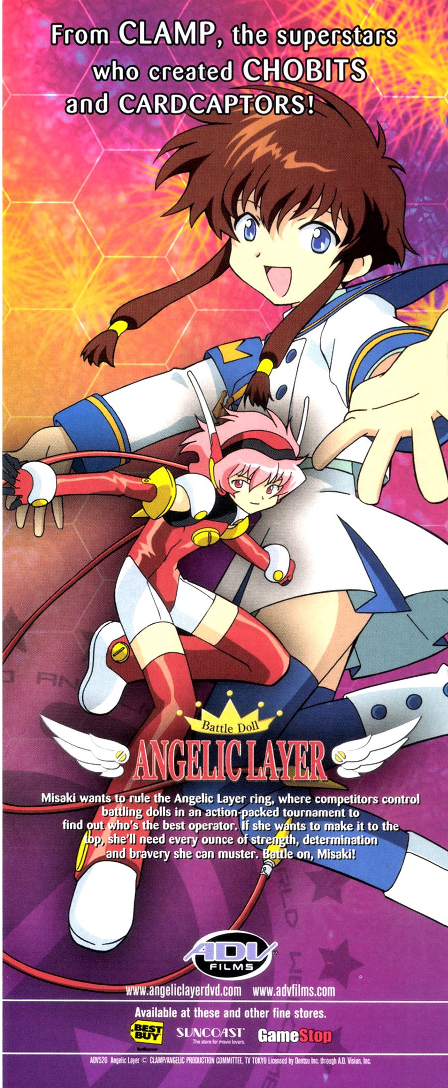
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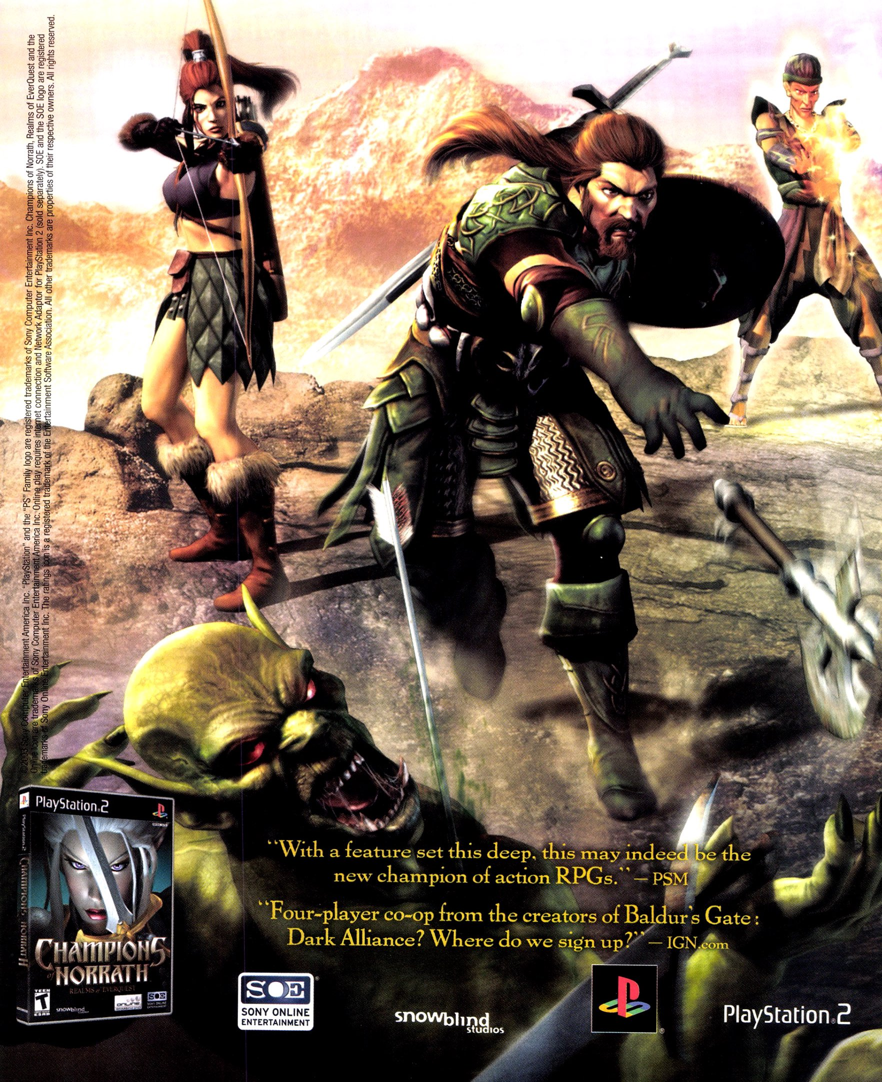
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"Four-player co-op from the creators of Baldur's Gate: Dark Alliance? Where do we sign up?" – IGN.com

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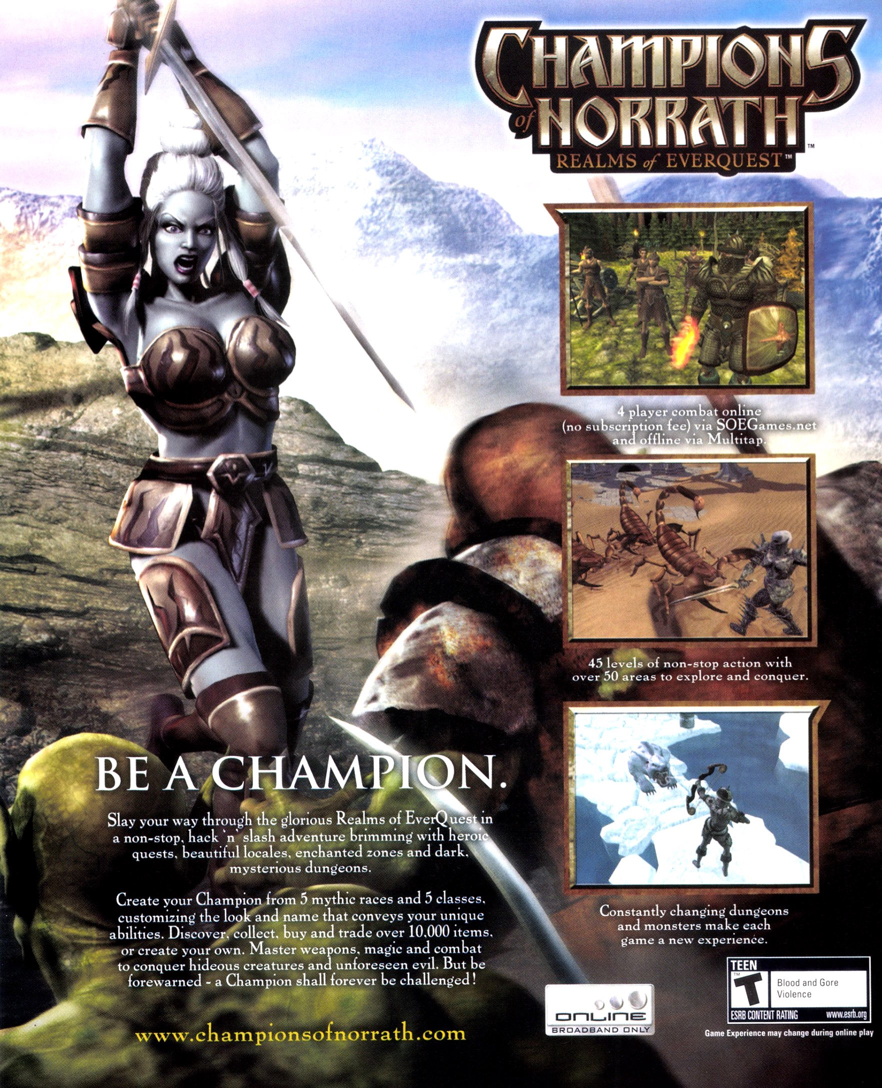

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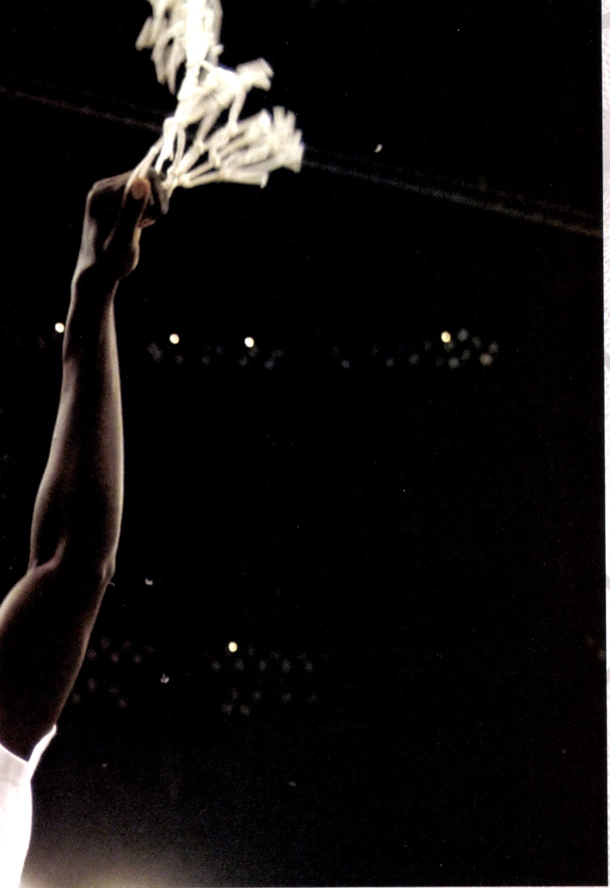

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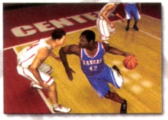
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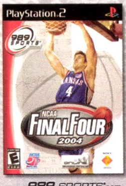
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INPUT

First rule of *OPM*: Never send us lame letters.

46DD-24-36

Our rough estimate of Taki's undisclosed measurements. But we think we're pretty close.

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NFL STREET
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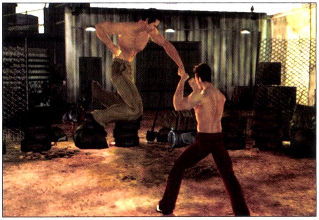
SYPHON FILTER THE OMEGA STRAIN
EXCLUSIVE PLAYABLE DEMO & ONLINE DETAILS
FINAL FANTASY X-2
NEED FOR SPEED
PRINCE OF PERSIA
SONIC HEROES

One of PS1's most popular series makes its PS2 debut soon in *Syphon Filter: The Omega Strain*, and our message boarders have been busy reacting to our cover story. "I really enjoyed the detailed time line of the events leading up to *Omega Strain*," says Y2JHBK. Meanwhile, "I found [the included demo] rather difficult," offers drumaster311.



WHO NEEDS RULES?

On page 84 of the January 2004 issue, you had a little blip about the upcoming *Fight Club* game. You said in the caption by the picture, "Fourth rule: Only two guys to a fight. Yep, Vivendi Universal plays by the rules, all right." That's all fun and good, but look at their feet! What's that? Sixth rule: "No shirt, no shoes." They're clearly wearing shoes. If they plan on any true fans buying this game, they should quickly fix this huge error. Actually, if they plan on any true fans buying this game, they should wish. A lot.

Nuero
via e-mail

Nice observation for someone who sounds like he wishes he lived in the *Matrix* universe. For an answer to your question, we went directly to the source: "The fact is, the first *Fight Club* fights took place outside with shirts, jackets, and shoes," says Chris Miller, the game's producer. "Only later did they move inside, and as this game is inspired from that film, we opted to use those outfits when appropriate. I'm confident fans of the franchise will begin to see all the subtle homages paid to an amazing film. Besides, did you see what surface they're fighting on? You need shoes to fight on dirt and gravel!"

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"I'm stickin' to what I've got."
—Vanessa Carlton

IMPLIED LESBIANISM IN THUG?

OK, I love the *Tony Hawk* series. Love it like a little child. But, I found something that annoyed me in *Tony Hawk's Underground*. I'm sick of the discrimination that mostly guys are gonna play the game, and therefore the only difference between a guy and a girl skater is voice and body. I'm tired of [Activision's] thinking that just 'cause mostly guys play, if you're a girl skater, they have to call you "man." Or during the escape from Moscow portion of the story, the skater still says "sure" to the "Do you like Russian women?" question. Any thoughts to stop me from tearing out my hair in annoyance?

Rose
via e-mail

You can do a couple of things, Rose. First, write a letter to Neversoft and/or Activision about how annoyed you are. Maybe they'll keep it in mind for future games. Second? Just laugh at their ignorance.

VANESSA'S BREASTS

Kudos on Vanessa Carlton in the mag. She is one muy buena chica. [At one point], Vanessa said, "I'll be the ninja chick with the small round breasts. Don't even try making 'em bigger. I'm stickin' to what I've got." I couldn't agree more with that statement (her breasts are lovely and shouldn't be augmented if she were a playable character in a game). But I was wondering, was that possibly a jibe aimed at Taki from *Soul Calibur II*? Just wondering.

Jack Valentino
Los Angeles, CA

Anything's *possible*, Jack. But many things are highly doubtful. Vanessa Carlton making a Taki reference is one of them.

SURELY MAKE YOU LOSE YOUR MIND

I used to play this game called *Life in the Fast Lane* on PC. It's really old—Windows 3.1 old. I was wondering if this game is *completely* forgotten. I think the basis of that game would make a good PS2 game. What do you think?

Mac
via e-mail

It might make a good PS2 game. But it might not. The game is *completely* forgotten. Except by you. Cherish the memory.

GAMERS ARE TALKING ABOUT

From message boards to printed page

OPM's monthly roundup of hot topics, gathered from the *OPM* message board at playstationmagazine.com.

LOUD ABOUT SILENT HILL 4

Everyone's talking about last month's exclusive first look at *Silent Hill 4: The Room*, as well as the in-depth coverage at 1UP.com. "I think the premise is awesome," says **chirs3**. "The guy wakes up one day to find himself completely sealed in his room and all that stuff. But I'm a little 'eh' on that being a location one returns to throughout the game. Bah, what am I saying? It's *Silent Hill*, baby! Fall can't come soon enough!"

"Man, *SH4* is going to be tight and disturbing," agrees **LoneSage**. "I can't wait for it."

"The last three made me crap myself on several occasions, and hopefully, this one will too," admits **GotMyGameOn**. "Not that crapping myself excites me, but I love a good scary time."

But there are always naysayers, like **c_strife97**: "So this makes the third time in a row now that Konami's catch line for the game is 'If you thought our last game was creepy, strap in, bucko, 'cuz this time we're just lettin' our freak flag fly—censors be damned.' Watch me be not excited."

DISAPPOINTED WITH DARK ALLIANCE II

By press time, a few people had picked up *Baldur's Gate: Dark Alliance II*—and they pretty much all agree it's a little less than what it could have been.

"It was 'decent,'" says **ohJTBehaaave**, "but was missing something...called FUN to me."

"One word: disappointing," says **HeartlessCloud07**. "But not bad."

To which **on_fire** retorts, "That was four words."

SPORTS GAMES: WHY?

"I honestly can't understand just what makes you people buy [sports] games year after year," voices **tealsmith**. "What new additions are there? Slightly updated graphics, rosters, and play animations. Every year, I see the newest [sports] games dominating the charts. Just what makes sports games so appealing that people feel the need to buy the newest one—regardless of the changes—every year?"

LuckyWanderBoy's answer is concise, yet says it all: "Because they are fun. It's the closest most of us will get to competing and playing with pros."

"*MVP 2003* was leaps and bounds better than *Triple Play* ever was," cites **c_strife97** to counter the naysayer. "No one that has played the two can deny that. In the case of *Madden*, for *2004* they added Playmaker control and an awesome franchise mode with customization not seen in any football game before. *NBA Street Vol. 2* is so much better than the first, it's ridiculous, and the first one rocked hardcore."

"You can't compare the gaming mindset of a sports-title player to that of one who enjoys the *Final Fantasy* series," points out **tendervittles**. "Sports titles mimic real-life sports. Arguably, each NFL season is almost EXACTLY the same, except for different outcomes to the games and other small changes, much like in the videogames."

As much as tealsmith doesn't get it, **looksocool** seems to have a downright vendetta against sports games. "I hate sports games as much as RPGs—but I can see the artistic point of creating an RPG. You can watch [sports] in real life or on TV any damn time you want, you poor, boring, life-neglecting, girlfriend-ignoring, stat-quoting hype sucker. I know games take you away from life, but at least they somewhat expose you to art, stories, music, and original visions—sports games don't. Go OUT and play sports, you lazy **bleep**."

Thanks to the personal-messaging option on our message board, you can send looksocool all the hate mail you want, sports fans.

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INPUT

If our letters were alive, they'd dance in the sand with Rio.

GENESIS
Phantasy Star IV

DID YOU KNOW?

The retail price of 1994's *Phantasy Star IV* was $99.99.

DURAN DURAN FAN?

I was just looking through the January edition of *OPM* and noticed the numerous Duran Duran references on page 76. I'm guessing there's a fan over there? And if you could, save a prayer for me. Thanks.

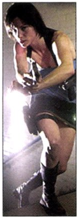
Francis Umengan
via e-mail

Actually...no. No one is a particularly big fan. But when you have a character named Rio (from *Lifeline*) and a character named Duran (in *Plague of Darkness*) on the same page, how can you *not* make Duran Duran references?

CATHERINE BELL, BE MY VALENTINE

As you all know, the next *Resident Evil* movie is in the works, known as *Apocalypse*. But have you guys ever considered a Dream Cast for the character lineup? Personally, I would nominate Catherine Bell from the *JAG* series on CBS to be Jill Valentine. You gotta admit, Cath Bell is hot, and she has brown hair. She'd be quite perfect, don't you agree?

Daniel
via e-mail



Not a bad choice, Daniel—Jill has already been cast, though. You may not be familiar with Sienna Guillory, but we've seen her in action on the set of *Apocalypse*. And she's perfect as Jill. She even draws her gun just as Jill does in the game and, with a great sense of fun to it, flawlessly mimics those silly hand-on-hip poses you see Jill do in *Resident Evil 3* cut-scenes! We like her just fine.

ONE STAR = $100?

On issue 77, page 101, you reviewed the horrid *American Idol* game (by the way, your [one-star] score was perfect). But at the top, where it says MSRP, the game is listed as $99.99. Is that true?! I'm sure it was a typo, but I just wanted to check. Great magazine, by the way.

William Gray
via e-mail

$99.99...$29.99 (its actual price). What's the diff? You're not gonna buy the damn thing anyway, are you, Willie? Or are you?...

COUPLES WHO PLAY TOGETHER STAY TOGETHER

Even a Tattoo of the Month!

I haven't seen your Couples Who Play Together Stay Together section in a while, so I decided to send one in myself. I also figured I'd give you another tattoo to show, since I was already sending something in. Here it is:

KATELYN

Favorite Game:
Final Fantasy IX
Fondest Gaming Memory:
Beating *The Lion King* for Sega Genesis

I've been gaming for as long as I can remember, starting when I discovered my brother's NES. I liked playing *Excitebike* the most, but *Disney's Magical Kingdom* was also hella cool (although I never could beat it—I sucked, OK?).

Since then, I think I've gotten considerably better, especially in the strategic area. RPGs will always be my favorite, and right now I'd say my all-time favorite game is *Final Fantasy IX* (*Ico* is next in line—I only wish it was longer).

As far as old games go, my favorites were *The Lion King* and *Aladdin* for Sega Genesis. Recently, I've been watching Craig play another cool game, *Drakan: The Ancients' Gates*, and I have to say, whoever made it is genius. Chickens never get old, do they?

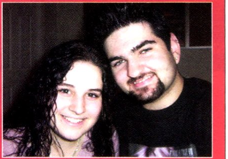
CRAIG

Favorite Game:
Final Fantasy VIII
Fondest Gaming Memory:
Kicking Magus' butt with Frog in *Chrono Trigger*

I'm an old-school gamer that's as hardcore as they come. I got my NES when I was just 3 years old from my grandparents for Christmas. Little did they know that years later I'd be spending entire paychecks on videogames.

Final Fantasy VIII is my favorite game by far, as you can tell from my tattoo. RPGs have been and always will be my favorite genre. I've played most every offering from Square and Enix, and now that they've merged, I couldn't be happier. I recently completed *Final Fantasy X-2* and loved every minute of it, despite what some people may think about it. I'm just waiting for *Final Fantasy X-3: Full Throttle*!

US



Favorite Game Together:
The Adventures of Cookie & Cream
Fondest Gaming Memory Together:
Katelyn winning at *Dragon Ball Z: Budokai*

The first day we met, Katelyn came over, and she liked *Dragon Ball Z*, so I decided to introduce her to *Dragon Ball Z: Budokai*. I had been playing for weeks and beat the game completely, so I figured victory was in the bag. Exactly one fallen Goku later, I was in love.

Another game we like to play together is *The Adventures of Cookie & Cream*. I had been interested in it for a long time, but could never find it. Katelyn tracked it down and bought it via eBay, and we've been playing it ever since. Since we both like puzzle games, the two-player challenges are a blast.

QUICK HITS

YOU LIKE US, WE LIKE YOU

***OPM* rules. It's the only gaming magazine I trust. Anyone who complains about the rating system should be given half a star.**

Brian R. Lucas
via e-mail

Thanks, Brian! We give you five stars!

QUICK QUICK HIT

maxpayne 2 is sikk..ok latar

Bambooknight
via e-mail

latar

BEN LINCOLN: OUR FAVORITE GOTH GUY

On one hand, from hell's heart I stab at thee [for not liking *Legacy of Kain: Defiance*, as seen in last month's Input section]. On the other, thanks for running those *Kain* tattoo photos [in the same issue].

Ben Lincoln
via e-mail

You've missed with the first hand, but hit us right in the heart with the other. You're welcome, sir.

SIMPLE Q, SIMPLE A

Do you know the e-mail address to Rockstar Games or EA Games?

Monrroy3
via e-mail

Yes. Yes, we do.

OPM = EX-LAX?

I can't go to the bathroom without *OPM* anymore. I just can't concentrate.

Ju Bong Lee
via e-mail

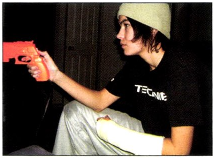
Great. We're all for that. As long as you're fully stocked on toilet paper.

GAME CRISIS

A week and a half ago, I broke my wrist snowboarding, which screwed up my left hand for videogames. I gave my mom some money to pick up *Time Crisis 3* from EB (because it only takes one hand to play), so she got it. F—ING AWESOME!!! It's the only thing keeping me sane.

David Coumont
via e-mail

True story: We were initially afraid to actually open the picture file you see here because David titled it "Sh-tface C-ckmaster.jpg."



SEGA RULES!

I just completed the *Nightshade* demo, and I was very very impressed. I loved the PS2 *Shinobi*, and this is just as good, if not better. The voice acting I heard was superb, and the action was just as good.

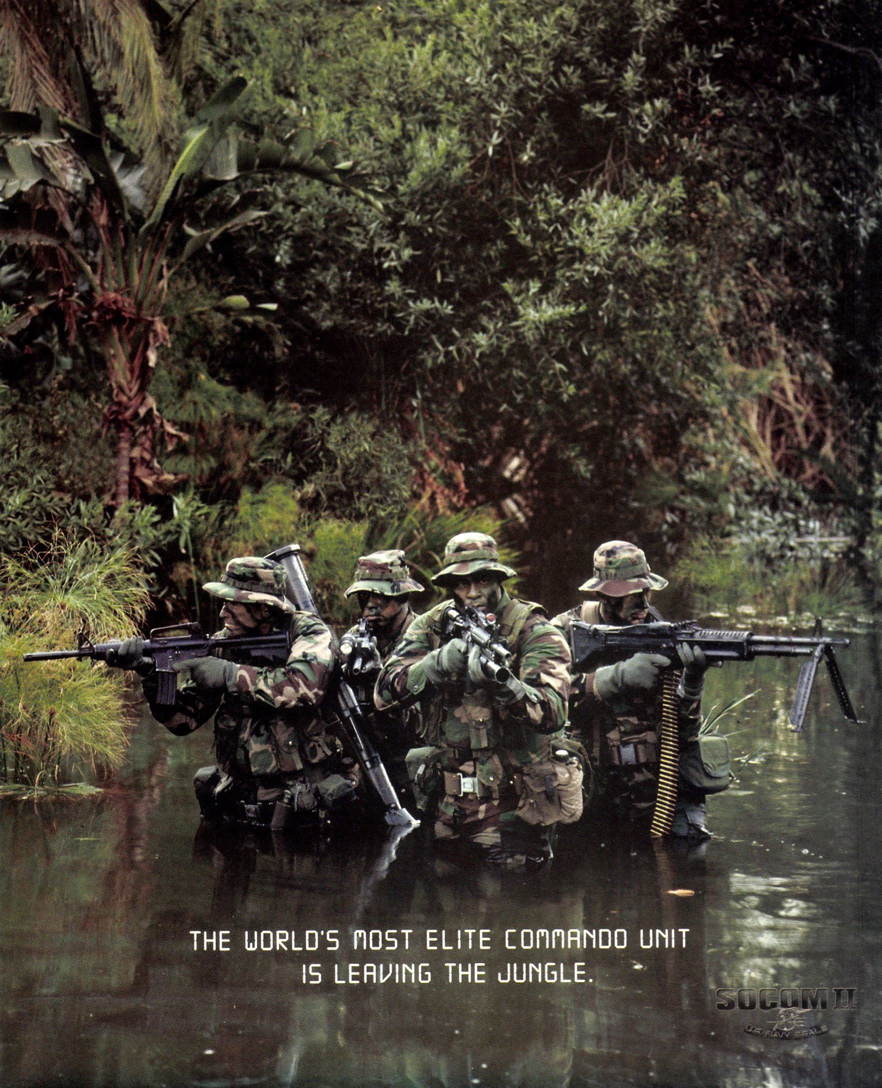
Icho
via e-mail

SEGA SUCKS!

Say it ain't so! I love the old *Sonic the Hedgehog* Sega games, and a two-star rating for *Sonic Heroes* is heartwrenching! If only they'd asked someone what they liked about the old games instead of trying to make a lackluster "lookit me, I'm 3D" game, Sonic might have actually come back! 'Tis a sad day in the world of little blue fuzzballs. 'Tis a sad day indeed.

Bud
via e-mail

Remember back when Sega announced it was going multiconsole? Back then, we thought putting Sonic on the cover would be both cool and kind of weird. But after *Sonic Heroes*? Neither seems to be the case now. Here's hoping His Blueness soon gets the comeback game he deserves.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IS LEAVING THE JUNGLE.
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U.S. NAVY SEALS

ONLY TO ENTER ANOTHER ONE.
SOCOM II
U.S. NAVY SEALS

MORE R-TYPE RIGHT NOW

If you're up to reliving an *R-Type* of the past, check out *R-Type III*, now on GBA.

Medal of Honor: Rising Sun

RISING SUN RISES IN JAPAN

Whoa. I just flipped open to By the Numbers in the February issue, and it says that *Medal of Honor: Rising Sun* is seventh in the top 10 PS2 games in Japan. Why would the Japanese spend their money to blow themselves up? Are their games tweaked so that they blow the Americans up? What's the deal with this?

Zach Schneider
via e-mail

How did you feel about killing Germans in other *Medal of Honor* games...Herr Schneider?

IS 2D GAMING DEAD?

I'm 15, and I pretty much grew up on arcade videogames. My favorite games were 2D shooters—the *Aero Fighter* games, to be exact. After the arcade thing died out, I moved to console gaming (first PS1, now PS2). When I first got my PS1, I was hoping to indulge in some great 2D shooter games, ones that had what made me love *Aero Fighters* so much.

But unfortunately, it hasn't turned out that way. Nearly all of the shooter games that came out are either first-person shooters (yuck), or third-person shooters (double yuck). With the exception of *Mobile Light Force* and crappy games like *Shooter: Space Shot*, *Shooter: Starfighter Sanvein*, and *Strikers 1945*, the 2D genre has pretty much died out.

But there is still a ray of light. After playing the demo of *R-Type Final* you guys put in your last demo disc (for three straight hours!), I couldn't be happier. *R-Type Final* is the first game I can remember that feels like the *Aero Fighters* of old. It's great to see the 2D genre coming back from the brink with a game as good as *R-Type Final*.

Derek N.
via e-mail

You'll like our review on page 99, too, Derek. And don't forget that *Gradius V* is hot on its heels, as well!

ALL APOLOGIES AND A BIZARRE LOVE TRIANGLE

Clish, I'm sorry for calling you an Irish bitch (in Issue 76, page 26). I was being mean, so please forgive me.

Shey Hutchison
Newport, MS

Oddly enough, ever since Clish dumped C-Bake for Scooter, she kind of *has* been bitchy. Mr. Nguyen has a strange effect on women.

ASK US ANYTHING!

From freedom fighting to vampire slaying

MORE FREEDOM FIGHTERS?

Q. I have been playing *Freedom Fighters*, and I absolutely love the game. Everything about it is just perfect. I would really like to know if EA and Io Interactive are planning on making a sequel. Please, please tell me they are really going to make another *Freedom Fighters* game.

Dennis Lee
via e-mail

A. Well, here's what EA had to say when we asked: "EA continues to discuss the potential for future titles with Io Interactive, but we have nothing to announce at this time." Sounds like a "probably" to us.

RISING SUN MISSING LEVEL?

Q. When I played *Medal of Honor: Rising Sun*, the final level was the aircraft carrier, but I remembered reading in your September issue that there was a level after that, where you go to a camp to rescue your brother. I searched on Google and went to EA.com and found out that a lot of other people were having the same problem, which left me—well, how should I put this?—very very very very very mad. What happened?

Jake Juszczyk
via e-mail

A. At the time of our feature, there were still three months of production left on the game. Several of the missions were switched around during that time, and the mission that you cite was actually incorporated into the Pistol Petes level.

WHAT ABOUT PC GAMES?

Q. I know that I'm writing to *PlayStation Mag* editors...but, do you ever get around to playing some good ol' computer games? And I mean all the editors, not just Scooter.

Ian Robertson
via e-mail

A. Basically, we're all gamers, and while some of us may play more PC games than others, we do all kind of dabble. (You can't play *everything* on PS2.) To name a few, Scooter and Giancarlo love their *Battlefield 1942*, John likes *The Sims*, Dana's been hitting classics like *Half-Life*, C-Bake loves his *Star Wars* games, and Joe got a several-months head start on *Final Fantasy XI* with the PC version.

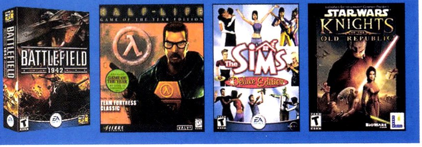
I LIKE TO KILL VAMPIRES

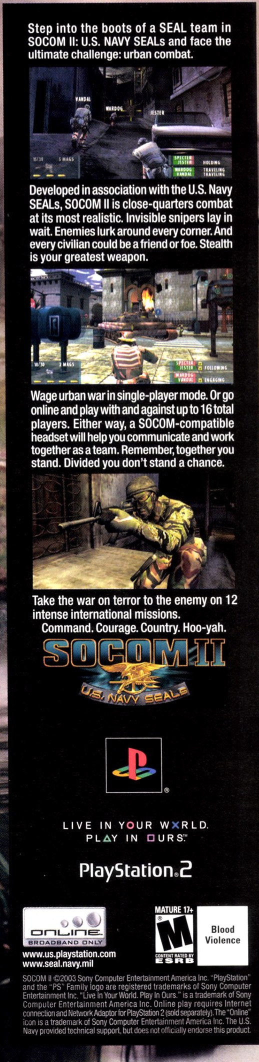
Q. I was wondering if more *Hunter: The Reckoning* games or games like it are coming out soon, 'cause I really like that style of gaming. I know *Dark Alliance II* and *Champions of Norrath* are like that. I already plan on buying them. But I'm mainly talking about the ones with guns. The ones where you blow away anything in your way. Specifically, vampires.

Matt Meredith
via e-mail

A. First, you should know that *Champions* has vampires aplenty, and you can shoot them with arrows all you want. *Fallout: Brotherhood of Steel* kinda sucks (and is vampire free), but uses the *Dark Alliance* engine. So does Acclaim's June release currently titled *Combat Elite: WWII Paratroopers*. Nazis are kinda like vampires, right?

OPM'S PC picks ▶

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CONTENT RATED BY ESRB

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Use of Alcohol
Violence

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Forgotten Realms
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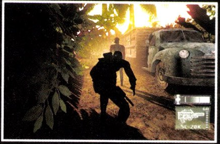
FREEDOM ISN'T FREE™

☆☆☆ WORLD

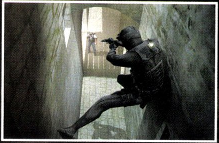
Diplomacy Is Primary Weapon in America's Quest to End Indonesian Crisis.

By Eric C. Baldwin
GLOBAL PRESS NETW

THE NEW DAWN OF STEALTH ACTION



NEW TOM CLANCY INTRIGUE



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SPIN

News, views, opinion, wit, and wisdom.

36 THE ONE SPEAKS

Jet Li discusses why he thinks *Rise to Honor* is really good. See our reviews this month to see if he's going to end up kicking our asses.

INSIDE SPIN

Your guide to everything PlayStation

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What should you do today? May we make a suggestion?

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Seven secrets that you never knew about the last of the *Onimusha*s.

46 Coming Attractions
Could your favorite game be coming to a movie theater near you?

50 Game of the Year
And *OPM*'s choice for favorite game of 2003 is....

52 Clish MacLaver
The latest gossip on the new *Jak*, *Ratchet & Clank*, and *GTA*.

58 Animania
What do homeless men, teenage girls, and amputees have in common?

60 The List
Don't believe what she told you: For gadgets, size *does* matter!

BAD

The holidays were supposed important games got left out

Its lead character can manipulate time, it received rave reviews from just about everyone, and it's even *OPM*'s Game of the Year, but no amount of magic has helped *Prince of Persia* sell like it deserved this past holiday season.

The past year saw the release of dozens of high-profile games, but only a small portion are meeting (let alone exceeding) expectations, raising a major question: What the hell is going on?

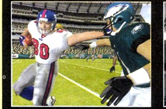
Another extremely good game, *Beyond Good & Evil*, faced miserable sales and had its price slashed by up to 80 percent at a number of retailers. How often is a new release slashed to $10? Not often. Ubisoft is not the only company affected by this phenomenon—other publishers have released games expected to perform incredibly well, only to see them pushed to the side. As of November, overall sales were up 8 percent over the previous year, indicating that it wasn't all bad news. But what happened?

SO MANY GAMES...

If there was one distinct positive about game sales during the holidays, it's that there was no shortage of options for PS2 owners. Almost every company held back its big guns for the holiday shopping season in the hope that consumers would rabidly run out and purchase them as gifts. A highly placed gaming industry exec told us, "We all expected the PS2 to be cheaper by the holiday season. The reason there were so many games on sale was because we thought there would be more new consumers attracted by the low price."

Unfortunately, this resulted in a saturated market. Typically, it's safe to assume that most of us buy only one or two games per month. When the choice you're faced with is of the magnitude we saw this holiday season, it's no surprise that many games fell by the wayside. There were more than 60 PS2 games released in November alone! Perhaps it would've been wiser for publishers to spread releases out to make sure they got their time in the limelight, rather than fighting to stand out in the crowd. *Beyond Good & Evil* is a good, solid game, which tried to do different things with its gameplay. Its poor sales will no doubt go some way to quashing such creativity in future. Who's to say that it couldn't have been more successful if it had been released in January, when the competitive environment was virtually empty?

SUCCESS STORIES



Madden NFL 2004
EA's football series has become a staple of gaming culture because of its appeal to both casual and hardcore audiences.

Medal of Honor: Rising Sun
World War II is always a popular subject matter. *Rising Sun* proves that the game doesn't even have to be that great.

36 BANZAI! Why Japanese games are tough to translate

44 MEGA MAN Keiji Inafune discusses the final Onimusha game

48 SEXY Too hot to handle—Mya as Bond(age) girl

TIMING

to be the best time for the industry, but several in the cold

THE BIG WINNERS

It wasn't all doom and gloom, of course, but which of the many releases did consumers dive for first? Not surprisingly, established brands and franchises proved themselves favorites, with licensed games picking up the slack.

Electronic Arts worked this formula to perfection, ending the year with more than 20 million-selling titles for 2003. *Madden NFL 2004* has retained a spot in the top 10 since its release, *Medal of Honor: Rising Sun* took the No. 1 position in November and continued to sell well in December despite mediocre review ratings, and *Need for Speed: Underground* has been a spectacular hit.

Rounding out high sales for the holiday months were other recognizable franchises such as *WWE, Tony Hawk's Underground, Return of the King, Final Fantasy,* and *Dragon Ball.* Surprisingly, high-profile PS2 games such as *Jak II* and *Ratchet & Clank: Going Commando* didn't make the impact that many would have anticipated. Although they sold in reasonable numbers, both failed to appear in the top 10.

Aside from assumptions that can be made about these successes based purely on the profile of franchises, there's also some indication that gamers' tastes are changing. With a few revered exceptions like *Final Fantasy X-2,* colorful fantasy fare failed to pique interest, while gritty, realistic experiences or recognizable names pulled in more fans than expected. *True Crime: Streets of L.A.* is far from the greatest game ever made, but its gritty cop-show manner and hip-hop soundtrack have made it a heavy hitter.

WHAT HAPPENS NOW?

We can only hope that publishers have learned from this experience, but it's already looking like 2004 will be similarly back-loaded. While last year lacked a real heavy hitter like *GTA,* 2004 is absolutely packed with them, and it's already starting to look like all of these high-profile releases will hit during the holidays. The as-yet-unnamed *GTA* game is tentatively scheduled for late October, and *Metal Gear* is on track for November, along with a huge list of big-name sequels that you wouldn't win any prizes for guessing. Let's hope this ongoing cycle doesn't quash creativity and innovation—otherwise, we're doomed to play sequels and movie-licensed games forever.

TOP-SELLING HOLIDAY GAMES

About as clear-cut as you can get

The following are the top-selling games for November and December. The absence of key games is pretty apparent.

November 2003

1) Medal of Honor: Rising Sun
2) Final Fantasy X-2
3) SOCOM II: U.S. Navy SEALs
4) Need for Speed: Underground
5) True Crime: Streets of L.A.
6) Tony Hawk's Underground
7) Madden NFL 2004
8) WWE SmackDown! Here Comes the Pain
9) Lord of the Rings: Return of the King
10) NBA Live 2004

December 2003*

1) Need for Speed: Underground
2) Dragon Ball Z: Budokai 2
3) True Crime: Streets of L.A.
4) Final Fantasy X-2
5) Madden NFL 2004
6) Tony Hawk's Underground
7) SOCOM II: U.S. Navy SEALs
8) Medal of Honor: Rising Sun
9) Lord of the Rings: Return of the King
10) NBA Live 2004

*Sales based on industry estimates

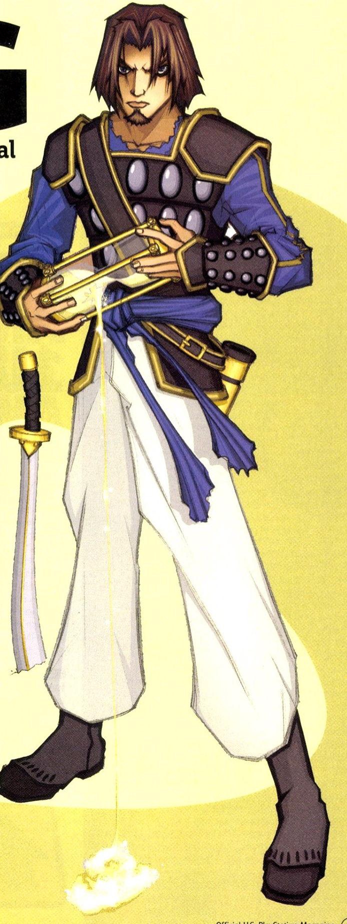


Illustration by Jason and Heather Martin www.artplaymix.com

DISAPPOINTMENTS

Beyond Good & Evil
With little marketing from Ubisoft (most of that budget was reserved for *Prince of Persia*) and a seemingly odd premise, it was bound to live in obscurity. It's still a great game, though.

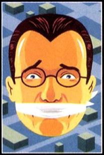
Ratchet & Clank: Going Commando
The duo managed to put up some decent numbers, but a no-show in the top 10 is somewhat of a shock.

www.1up.com
Here's that address for the awards just in case you missed it the first time.

Killer Interview
While you're over at 1UP, be sure to check out the interview with Guerilla Games, the team working on *Killzone*. Topics discussed include teamplay, story, and a whole bunch of other juicy bits about the highly anticipated first-person shooter.

THE WATCHDOG

GAG ORDER



Here's the setup: *The Sims Online* is a massive online game in which people virtually interact with other people. Inasmuch as actual humans are involved in the game and each other, it was inevitably only a matter of time before some of them started to do unsavory things in the game.

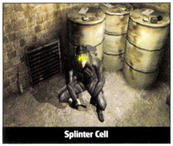
Enter Peter Ludlow, a professor at the University of Michigan with a scholarly interest in the social dynamics of virtual communities. Ludlow notices the unsavory activities in *The Sims Online* and documents them in a blog called The Alphaville Herald. This doesn't sit well with Maxis and Electronic Arts, who ask Ludlow to remove references to the blog from within the game, then suspend his account, and finally remove his character from the game. Ludlow cries censorship, and his story makes the rounds, including write-ups by Salon and the BBC.

Are EA's actions censorship? No, they are not. As I've noted before, censorship requires the government to restrict speech. EA is a private entity, the game is its property, played on its property, and everyone who plays the game plays at EA's whim. Legal fact: It's EA's ball, bat, and field—if you want to play, you have to play its way.

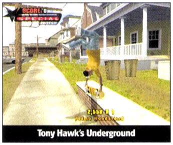
Interestingly, Ludlow has a response to this, from an interview in GameSpot: "Don't believe the drivel that 'they own the game, so they can do what they want....' We need to understand that MMORPGs are not games per se. They are platforms for lots of levels of human gaming, socializing, and conducting business. As such, the platforms need to be handled in a way that is responsible and in such a way that users are treated with respect. If game companies don't see this, then perhaps the games should be taken from their control." Well, no. Plus, the likelihood of a Republican-dominated U.S. government socializing privately developed MMORPGs is only slightly larger than my chance of sprouting thumbs from my earlobes. "Drivel" though it may be, EA has the right to do whatever the hell it wants in the virtual spaces it creates.

EA was not censorious, merely stupid. My guess is that someone at EA or Maxis saw this guy reporting on the nasty things players do in *The Sims Online* world, panicked, and forgot that no matter how much they squashed speech within the game, out in the real world, free speech reigns. I know that I wouldn't have heard about The Alphaville Herald or the seamy side of *The Sims Online* if EA hadn't acted rashly (and I probably wouldn't have written about it, either). And, of course, "killing" the messenger doesn't do anything to clear up the problem of virtual unsavoriness in *The Sims Online*. EA is omnipotent in the worlds it creates. Sadly, it seems to have bad aim.

John Scalzi is a freelance writer who says whatever the hell he wants—go to www.scalzi.com for examples.



Splinter Cell



Tony Hawk's Underground

TALIM
25
MITSURUGI

Soul Calibur II

FIRST ANNUAL 1UP AWARDS

Who won? Who lost? Who let the dogs out?

1UP.com, the official Web destination for all things *OPM*, held its first-ever awards ceremony in Las Vegas to honor the best games of 2003 as voted on by you, the readers of *OPM*, 1UP, and the other Ziff Davis Media gaming publications. The awards consisted of nine categories representing all the major game genres, with one category reserved for the overall game of the year. We should also point out that each category takes into account games for every platform. So without further ado, the winners....

BEST SPORTS/EXTREME GAME:
Tony Hawk's Underground

Taking on the likes of *Madden NFL 2004*, *SSX 3*, *ESPN NFL Football*, and other popular sports titles, *Tony Hawk's Underground* faced surprisingly stiff competition, but the latest in the skateboarding series edged them all out for the Best Sports/Extreme Game award.

BEST ACTION GAME:
Tom Clancy's Splinter Cell

Not a huge shocker here. *Splinter Cell* offers some of the best espionage-style action to date, thanks to Sam Fisher's assortment of high-tech weaponry and gadgets, as well as his sneaking abilities. *Freedom Fighters*, *Return of the King*, and *Ratchet & Clank: Going Commando* were among the worthy competitors.

BEST FIGHTING GAME:
Soul Calibur II

Looks like you were glad to return to the stage of history. *Soul Calibur II* introduces new gameplay mechanics, better graphics, and plenty of cool extras to keep fighting fans busy for countless hours. It beat out five other fighting games that appear on PlayStation 2, including *Virtua Fighter 4: Evolution*, *WWE Smackdown! Here Comes the Pain*, and *Def Jam Vendetta*.

REST OF THE BEST

Unfortunately, PlayStation 2 games didn't win in every category (PC takes the honor for most awards), but they were still represented in each genre. Here are the rest of the winners:

Best Role-Playing Game:
Star Wars: Knights of the Old Republic (Xbox, PC)
PS2 Nominees: *Breath of Fire V: Dragon Quarter, Dark Cloud 2, Disgaea: Hour of Darkness, Final Fantasy X-2*

Best Strategy/Sim Game:
WarCraft III: The Frozen Throne (PC)
PS2 Nominees: *Disgaea: Hour of Darkness, The Sims: Bustin' Out*

Best Shooter:
Halo: Combat Evolved (PC)
PS2 Nominees: *Max Payne 2, Metal Arms, SOCOM II: U.S. Navy SEALs, XIII*

Best Racing Game:
Mario Kart: Double Dash!! (GC)
PS2 Nominees: *Burnout 2, Midnight Club II, NASCAR Thunder 2004, Need for Speed Underground*

Best Adventure Game:
The Legend of Zelda: The Wind Waker (GC)
PS2 Nominees: *Beyond Good & Evil, Prince of Persia: The Sands of Time, Silent Hill 3*

Best Online/Multiplayer Game:
Star Wars Galaxies (PC)
PS2 Nominees: *Midnight Club II, SOCOM II: U.S. Navy SEALs*

Game of the Year:
Star Wars: Knights of the Old Republic (Xbox, PC)
PS2 Nominees: *Final Fantasy X-2, Karaoke Revolution, Lord of the Rings: The Return of the King, Madden NFL 2004, Max Payne 2, NBA Street Vol. 2, Need for Speed Underground, Prince of Persia: The Sands of Time, Ratchet & Clank: Going Commando, SOCOM II: U.S. Navy SEALs, Soul Calibur II, Tom Clancy's Splinter Cell, SSX 3, Tony Hawk's Underground, Virtua Fighter 4: Evolution*

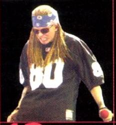
1UP AWARDS

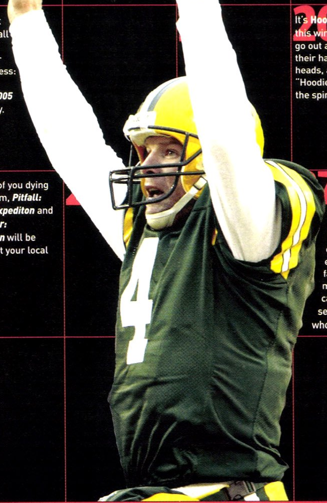
SEASONAL AFFECTIVE DISORDER

This condition is most prevalent in February, when the days are shorter. An easy remedy is to turn up the brightness on your television and sit close to it while playing games.

DATEBOOK

FEBRUARY 2K4

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
1 Everyone said this would be **Brett Favre's** and the Packers' year to win the **Super Bowl**. They were wrong. He'll be watching on TV, just like you. We wonder if he'll keep watching after the game, because ***Survivor All-Stars*** begins. We dearly want Rupert to win this time.	2 Hot older ladies **Christie Brinkley** and **Farrah Fawcett** share a birthday today. It's also **Groundhog Day**, which was our favorite **Bill Murray** movie until....	3 Great independent films now on DVD, ***Lost in Translation*** and ***American Splendor.*** 	4 ***Buffy*** may be gone, but ***Angel*** lives. In fact, the show celebrates its **100th episode** tonight.	5 ***The Fast and the Furious, Champions of Norrath: Realms of EverQuest, R-Type Final, AirForce Delta Strike, Drift Racer: Kaido Battle, Star Ocean: Till the End of Time,*** and ***Ice Nine*** are all out on PS2 this week.	6 Welcome to the jungle, errr...middle age, **Axl Rose**. You're 41. 	7 ***Barbershop 2*** opens for business this weekend.
8 The **Grammy Awards** are tonight. We took a quick vote and think the **White Stripes** should win album of the year. Then we think **Jack** should kick his ex-wife out of the band and put new girlfriend **Renee Zellweger** on drums.	9 ***Lupin the 3rd, Nightshade, Winning Eleven 7, Bond 007: Everything or Nothing, Wrath Unleashed,*** and ***Seven Samurai 20XX*** are all out in stores today.	10 Dude, do you remember ***H.R. Pufnstuf***? Probably not, you're a young'un. Make a batch of your Aunt Edna's special brownies and watch the complete series on DVD. Trust us.		12	13 Every time we mention a cosplay convention on this page, we get some letters thanking us and others condemning us for making fun of cosplay. Well, **Katsucon Ten** is in Arlington, VA, this weekend. Let the onslaught of praise and condemnation begin!	14 It's **Valentine's Day!** Take that special someone to a concert. **Linkin Park** is in Portland, OR, **Bette Midler** plays Vegas, **Sting** rocks Phoenix, and **BNL** is in Amherst, MA. Meanwhile, **Journey** will be rocking the Paragon Casino & Resort in Marksville, LA.
15 Whew. No award shows this week. You can catch up on ***Surreal Life 2***, which has a whole new cast of washed-up celebs. **Erik Estrada, Tammy Faye, Ron Jeremy**, and others join in the fun.		17 Time to get that baseball glove out from under your mattress: ***All-Star Baseball 2005*** is out today.			20 It's **Hoodie-Hoo Day**. On this winter day, people go out at noon, wave their hands over their heads, and chant "Hoodie-hoo." That's the spirit, Brett.	21 Happy birthday, **Jennifer Love Hewitt**. We love you dearly, but has your career tanked so badly that you have to make ***Garfield: The Movie***?
22	23 It's **International Dog Biscuit Appreciation Day**. 	24 For those of you dying to play them, ***Pitfall: The Lost Expediton*** and ***Headhunter: Redemption*** will be available at your local retailer.			27 **ConDor XI**, San Diego's annual science fiction convention, "presents a chance for science fiction and fantasy fans to mingle." It's basically a dating service for those who speak Klingon.	28 ***Dirty Dancing: Havana Nights*** (out this weekend) will have many thirty-something women flocking to theaters to reclaim their lost youth. Meanwhile, **Patrick Swayze** will be lying in a bathtub full of ice-cold water, trying to reclaim his lost career.
29 It's **Oscar Sunday**. **Billy Crystal** is hosting again. Then he'll take a couple years off, and they'll have some hack like **Whoopi Goldberg** fill in. Our man Scooter knows more about films than any of them. He should storm the Kodak Theatre and host it once.						



Do you know how many of you actually tried our fake advice on how to remove scratches from a DVD? You should all be ashamed.

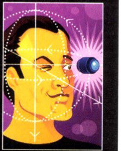
www.cowboy.com
Want to be a cowboy? Well, look no further.

Red Dead Rides Again

Though thought to be completely canceled by Capcom, *Red Dead Revolver* is apparently back in the saddle and will be published by Rockstar—not really a surprise since Rockstar San Diego (formerly known as Angel Studios) was essentially developing it to begin with.

THE OUTSIDER

THE PERFECT CAMERA



I'm completely lost in a great game and its exotic world. I don't feel the chair I'm sitting in. I don't feel the controller in my hands. I've mastered all controls and gameplay concepts, but new challenges and significant story points lie within the next few hours of gameplay. Incredible design plus realistic textures and lighting make me believe this place is *real*. The reason? Precise controls and the *perfect* camera.

Problem is, I'm imagining things—this game doesn't exist, and neither does the perfect camera. I'm sick (well, not really) of playing games and thinking, "Why is the angle fixed in this room? Why can't I see the other wall? Why can't Tommy Vercetti look around while he's moving? Why can't I see who's shooting me?" And, of course, "Man, that's one sexy elf!"

All of my favorite games could have used a better camera. We PS2 gamers have a nearly perfect controller, but I don't think it's being used to its full potential.

In any third-person PS2 game, you should be able to control all of the camera functions with the analog sticks and the D-pad. Leave the shoulder buttons for strafing, weapon use, and special moves. A tap on L3 can activate the first-person view, and pressing and holding R3 should fetch your landscape camera or map. From there, you could choose multiple views on the D-pad. In first-person modes the right analog stick should always control the X and Y axes, and the left stick should zoom in and out. Duh.

And camera options menus should have actual *options*. For example, there should be independent Normal and Reverse settings for both the X and Y axes. Personally, I use the right stick like a tripod, pushing right to look left and up to look down. Does that make me normal or reversed? Whatever. Point is, give us options.

Recently, a few games have come close to having the perfect camera, most notably *Prince of Persia: The Sands of Time*. But even this amazing title has glitches and fixed angles that yank me right out of the game world. The *Ico*-inspired landscape camera is an awesome feature that adds a lot—but I'm glad I can shut it off, because in the thick of the fray I want to see what's right in front of me. Exploring a 3D environment from fixed angles feels more like a glorified arcade game than a virtual world.

Sure, glorified arcade games are really cool. But what I'm after here is a completely immersive 3D environment. And to experience it properly, I'll need total and intuitive control of the game camera, like I have with my own eyes. The moment I lose control of the camera is the moment I remember I'm looking at a television.

Robin Wilson (rwginblossom@aol.com) sings for the Gin Blossoms and plays as many games as you do—even the ones with crappy cameras.

TAKE-TWO GETS ROCKED

In more ways than one

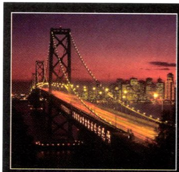
Protests, stolen ideas, and the downfall of Western civilization—let's blame Take-Two for global warming while we're at it.

The re-release of *Grand Theft Auto III* and *Grand Theft Auto: Vice City* in the *GTA Double Pack* sparked renewed hatred amongst *GTA*'s critics, who claim the series is the cause of major societal problems. Last month Take-Two Interactive and Rockstar issued an apology to the Haitian community, which complained that *Vice City* portrayed Haitians in an overly negative and racist light. Rockstar said it would alter some of the dialogue in the game. Not satisifed with just a simple apology and assurance of change, Haitian political organizations moved forward with a lawsuit against Take-Two and other companies that seeks $15,000 in damages.

Not surprisingly, they aren't the only ones looking for a little extra cash. Mark Gallagher, a Scottish computer consultant, claims that his ideas, presented in a demo called *Crime Inc.* (when he visited the then-called DMA Design for an interview,way back in 1993), became the basis for the the *Grand Theft Auto* series.

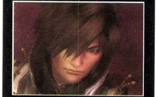
Behind all the complaining is an issue that all gamers are talking about. Where's the next *Grand Theft Auto* going to take place? Amazon.com's U.K. site listed the next game as *GTA: Sin City*, but quickly took the name down and replaced it with the more elusive *GTA: Next Episode*. However, in late December Take-Two registered a trademark for the name *GTA: San Andreas*, a potential title that's been known about for quite some time, along with *GTA: Sin City*.

Which area would be more fun to play through? Let's compare the two options to find out which city can provide the better experience.

 **SAN ANDREAS (SAN FRANCISCO, L.A.)**	 **SIN CITY (LAS VEGAS)**
Movies like *Bullitt* and *The Rock* have some of the best chase sequences because of San Francisco's treacherous roads. Just imagine recreating similar high-speed pursuits.	Las Vegas is almost the perfect setting for a *GTA* game because of its seedy stigma. There's a reason why people call it the City of Sin, and it's not because of its excellent schools.
California's diverse culture presents an opportunity to offend more people than ever before.	*GTA* has always been about money and power. Las Vegas offers plenty of shady methods for getting both.
There are plenty of earthquakes in California and since it might be named *San Andreas*, we'd like some rockin' and/or rollin' in the next *GTA*.	With all the casinos and their pretty flashing lights, a *GTA* set in a Las Vegas-style city would be more impressive visually.

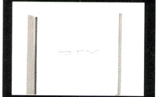
DATA STREAM

Crimson Seaquel



Koei revealed that its Xbox action game, *Crimson Sea*, has a sequel in development for the PlayStation 2. The game will have multiple playable characters and around 60 missions filled to the brim with crazy enemies.

PSX Success



The super-duper-mega version of the PlayStation 2, which includes DVD recording capabilities, has sold approximately 100,000 units in Japan. That's no small feat, considering the hefty $800 price tag.

Vampire Cowboy

Darkwatch is the first game to come out of Sammy's North American studio. Set in the Old West, you'll play as an outlaw whose mission is to track down vampires.

Not Forgotten

To help celebrate the 30th anniversary of *Dungeons & Dragons*, Atari will release *Bloodstone* exclusively for the PS2. You get to take control of a party consisting of a fighter, a rogue, and a sorcerer.

FORE!
The golf scene in *Romeo Must Die* is filmed on the same golf course where Bob Barker beat up Adam Sandler in *Happy Gilmore*.

Photo by Albert Sanchz/Corbis Online

LESS TALK, MORE ACTION

Jet Li offers a quick take on Rise to Honor

Martial arts maestro Jet Li is a man of few words, typically letting his fists and feet do the talking. But when pressed for information on an all-new starring role as Kit Yun in Sony's *Rise to Honor*, the actor proved surprisingly chatty.
–Adam Feinman

OPM: What was it like working on a game instead of a movie? Did you learn anything new from the venture?
Jet Li: The overall experience of working on *Rise to Honor* was very enjoyable. What I learned from it was that the process of developing a videogame is very long and challenging. I also discovered an appreciation for the hard work that goes into videogame development. I really enjoyed working with the Sony team, who are very passionate about what they do.

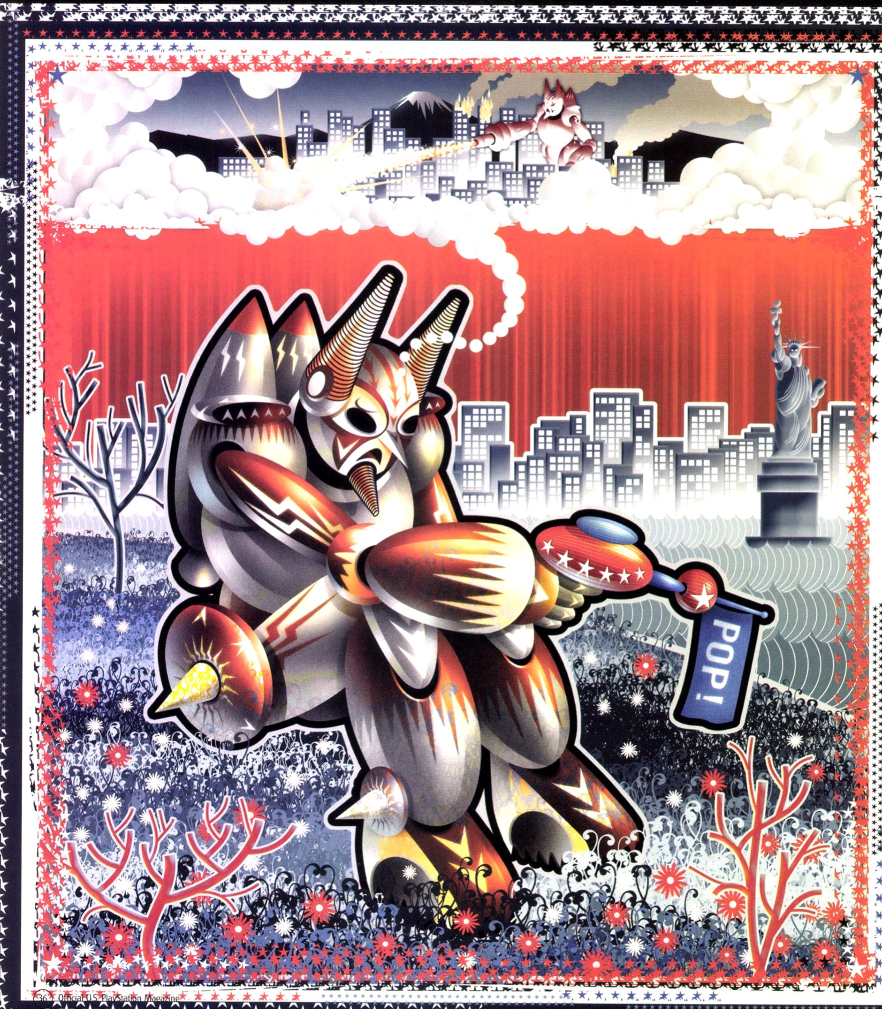
OPM: While filming combat sequences, did you ever have any concerns about the integrity of the performance suffering as it was transferred to a digital medium?
JL: No. The *Rise to Honor* team has great software for recording the technical accuracy of martial arts during the motion capture process. While I was down at Sony's San Diego studio, we did testing and made adjustments as necessary during the production, and I think the results are excellent.

OPM: Any particular martial arts form you chose to focus on?
JL: There was no specific martial arts style planned for the game. We simply tried to model it after my own movement patterns, since many of the people playing the title will identify those particular techniques with my signature style.

OPM: That said, do you think the fighting system in *Rise to Honor* accurately reflects your personal preferences?
JL: From what I've seen so far, I think the programmers and designers did an excellent job of accurately representing my movements. I also think they were very successful in translating these maneuvers into a system that a game could be based upon.

OPM: When all's said and done, what's the most important thing you'll take away from this experience?
JL: Out of the entire development process, I most enjoyed being a part of a team effort. Having the chance to meet so many talented people who love what they do was a pleasure, too. What's more, I also appreciated the opportunity to challenge myself in a new format and learn the intricacies of a new style of entertainment. Films are a very visual and emotional artistic medium; videogames offer a more personal experience.

> **"Films are a very visual and emotional artistic medium; videogames offer a more personal experience."**


POP!

KAWAFUKA
The United States' first sushi restaurant,
which opened in 1960 in Los Angeles.

Say sayonara to *Aerobics Revolution*—and *vib-ribbon* and *Full Metal Alchemist*. In fact, if you're a gamer in North America, say good-bye to about 75 percent of PS2 titles released around the world. That's because the vast majority of console titles produced every year fail to wash up on these shores. Sometimes they're deemed too violent. Sometimes they're too sexy. And sometimes they're just too weird.

LOST IN TRANSLATION

★ ★ ★

illustration by
kristian olson

★ ★ ★

story by
david kushner

The decision about which games make it over here is wrapped up in a process with a suitably Orwellian name: localization. Every day in the back offices of game-development companies, teams pore over Japanese games—discussing, hemming, hawing, scribbling notes on PDAs. They try to determine, using a combination of gut instinct and market research, which foreign games might succeed on local soil.

To understand what does and doesn't fly, consider the long, strange trip behind *Dragon Ball Z: Budokai 2*. The fact of the matter is that foreign games are a big business. And for one simple reason, as Matt Collins, senior brand manager for Atari (*Dragon Ball Z*'s U.S. publisher), puts it: "Gamers are very hungry for this stuff."

Inside the mothership

Long before anyone in the States had a clue about *Dragon Ball Z*, the franchise was big in Japan. The 1980s animated series, which totals more than 500 episodes, explores the mythological quest of Goku, an alien kid who lands on Earth and undergoes a transformation from junior destructor to evil-fighting good guy. The combination of boy wonder, anime style, and classic themes of good versus evil made it not just big, but huge in Japan, raking in over $3 billion in sales from *Dragon Ball* videos to *Dragon Ball* lunch boxes. And plenty of videogames.

In the production universe of the multibillion-dollar videogame industry, of course, Japan has long been the mothership. The country has been supplying a steady stream of games since *Donkey Kong* stomped into American arcades in the early 1980s. Companies such as Bandai (creator of the *Dragon Ball Z* franchise), Konami, and Square continue to churn out hundreds of new titles every year, but it wasn't until 1996 that the first *Dragon Ball Z* game hit here—and that's just one of the lucky ones. Bandai, like most Japanese companies, has released only a fraction of its games here. "We assume that approximately 20 percent of them have been released in recent years," says Masahiko Yoshizawa, product manager at Bandai. The question is, why so few?

One reason is that success in Japan hasn't necessarily translated into success in America. Consider Japan's cult of dementedly giddy dance games. In Tokyo, a DJ game called *Beatmania* became the digital equivalent of crack, but the game never made it here. Others that did, like *UmJammer Lammy*, the sequel to *PaRappa the Rapper*, disappeared with a thud in the United States. And outside of a truly hardcore following, *Dance Dance Revolution* has yet to create the kind of dance fever it set off in Japan.

Dating simulations, which challenge a player's ability to woo a sweetheart, are chart toppers in Japan but virtually unknown in the States. *Harukanaru Toki no Naka de* (*In a Distant Time*) follows the adventure of a 17-year-old schoolgirl who fights a clan of doe-eyed ogres. *Tokimeki Memorial* is a classic dating simulation set among high-school freshman.

And just how do game developers decide whether a game from Tokyo will play in Peoria? Among other things, developers consider such factors as the Entertainment Software Ratings Board, the U.S. industry's voluntary ratings system. Japanese games often push further into the realms of sex and violence than American products do. For instance, depictions of smoking and drinking—common in Japanese games—are not acceptable for mainstream U.S. release. Within its company, Konami has a committee that evaluates Japanese releases and decides which would be appropriate for U.S. gamers. Capcom employs similar guidelines. But there are exceptions: *Breath of Fire IV*, a popular Capcom RPG series, was released in America to raves from U.S. gamers, and *Final Fantasy* games are always a hit. Ultimately, when choosing Japanese games for U.S. release, a safe bet is one with a healthy dose of firepower. The vast majority of titles that come this way, such as *Metal Gear*

▲ When games like *Dragon Ball Z: Budokai* are imported to the United States, they typically go through a six- to eight-month localization process before release.

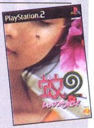
SAY WHAT?
Billboard outside Sapporo, Japan.

LAST
SPURT
OFF

FIVE FREAKY JAPANESE GAMES YOU'LL NEVER PLAY

Plain and simple, there are a bunch of cool, freaky, funky, weird, trippy, and just plain bizarre games you'll never get to play. Why? Read the feature and find out. Here's a rundown of five games that never made it:

■ VIRTUAL VIEW
Pan, scan, and languish your camera eye over a variety of lovely Asian ladies. Any angle is possible, and the zoom is in your hands. Less a game than a reason to wiggle your joystick—or whatever.



■ KA2: LET'S GO HAWAIIAN
Mr. Mosquito flew on these shores, but this version of the bloodsucking-insect game never landed here. This time, the Yamada family is on vacation in the Hawaiian islands—working up a nice sheen of sweat for you to bathe in.

■ VIB-RIBBON
It's hard to say what's cooler: this ambient Japanese music game or the name of its developer—NaNaOn-Sha!

■ O STORY: TWO DVD-ROMS
A live-action story about a guy who dies and has six days to find true love if he ever wants to live again. Oddly, that entails a lot of dancing. And baseball, too.

■ BOBOBOUBO BOUBOBO
You are a man who fights using your nose hairs. That's right—nose hairs.

Solid and *Resident Evil*, are heavy on gunplay. When a foreign game is slated for U.S. release, it has to go through the localization process.

Say my name

If you're a fan of *Dragon Ball Z*, then you're very familiar with one man: Mr. Satan. A tall white guy with a handlebar moustache and unruly fro, he played a key role in the Japanese saga. "Though highly annoying, he is one of the most crucial characters in *Dragon Ball Z*," writes one aficionado on a *Dragon Ball* fansite. Using his influence, Mr. Satan enables Goku, the hero, to defeat his enemy, Majin Buu. "Without his presence," continues the aficionado, "the universe would have been destroyed."

In the universe of *Dragon Ball Z: Budokai 2*, however, everyone is getting along just fine without him. That's because Atari, the American publisher, deems Mr. Satan's last name a little too demonic for this country's tastes. "It's just not a good idea for the U.S. market," says Collins. The solution: a name change. In the United States, the villain formerly known as Mr. Satan is now called Hercule.

From the outside, the localization process seems mysterious. It's like a big Willy Wonka factory gurgling and chugging as candy-colored games shapeshift their way down conveyor belts. In fact, when Japanese games are reworked for U.S. release, the process is much more systematic. Name changes are among the least of a developer's worries when a game is localized. One of the first, and most obvious, changes has to deal with translations. Role-playing games, which are especially dialogue heavy, require often as much, if not more, translation than a foreign film. For *Dragon Ball Z: Budokai 2*, nailing the dialogue was crucial to the game's sense of continuity and immersion.

"Because the story for *Budokai 2* is woven by the player, there was a ton of dialogue that needed to fit together seamlessly," says Peter Armstrong, a director of product development for Atari. "Repeated encounters with the same enemies needed to sound like there was an ongoing story and growing animosity between enemies, so there was a lot of text for character conversations to record. Getting the context right is a big portion in making the game experience believable. Often, believable character interaction isn't something you can measure until you get it in the game."

Sometimes, it's more than a change in language that's at issue—it's a change in senses of humor. Japan is notoriously accepting of raunchy, raw, and often rancid humor. This is the country, after all, that produced the Tokyo Shock Boys—a performance-art group that sees how many water balloons they can hold up their butts before the balloons explode. In games, Americans tend to shy away from such cheeky exploits.

"Some humor doesn't translate well or would be considered offensive to some," says Armstrong. "If you're familiar with *Dr. Slump*, Akira Toriyama's work before the *Dragon Ball* series, there's a lot of bathroom-type humor that doesn't translate well to a younger North American audience. Some of that humor carried over into *Dragon Ball* and *Dragon Ball Z*, with characters like Master Roshi's pornography collection and Oolong's obsession with women's panties." And as much as American gamers might be interested in Oolong's fetish, they won't be playing with lingerie anytime soon.

Nip/tuck

Often, localizing a game involves more than making sure jokes don't get lost in translation. Other changes, which are dictated by publishers and then implemented by developers, are more cosmetic. For instance, when Sony's mascot character Crash Bandicoot appeared in Japanese games, his eyes were beady. When Crash came to the States, his eyes were open and wide. Sometimes, changes are based on difficulty levels. The conventional wisdom is that American gamers like to be challenged more than the Japanese; U.S. versions, as a result, often include more difficulty options, as well as little stumbling blocks through a game, like, say, fewer bonus health packs.

Not surprisingly, such changes cause controversy among gamers. When Capcom's horror game *Biohazard 2* was released in the United States as *Resident Evil 2*, a protest broke out online. Players said that although the publisher promised the original game, it actually delivered one that was less violent and missing key scenes. The company eventually responded by releasing *Resident Evil 2: Director's Cut*.

Box art typically goes through an overhaul as well. One reason is that depictions of sex and violence, though acceptable in Japan, wouldn't pass muster, let alone the ratings board. "In general, you can get away with a bit more sex and violence in Japan," Armstrong says. "Anyone who has read the original manga recognizes that it has to be toned down to meet the broadcast standards in North America. The ardent and older fans of *Dragon Ball Z* can always view the manga or uncut DVDs if they're looking for more of those elements. For a game, it made sense to focus on the larger, epic story as it related to the fighting rather than the tertiary sex elements."

The good news for Japanophiles is that with the success of every game like *Dragon Ball Z*, videogame publishers have more incentive to release other foreign games on these shores. On the heels of well-received games such as *Dragon Ball Z* and *.hack//Infection*, Bandai is getting ready to roll out American versions of new Japanese titles, including such powerful PlayStation 2 lineups as *Ultimate Muscle*, *Inuyasha*, and *Cowboy Bebop*. Panties not included.

> **"If you're familiar with *Dr. Slump,* Akira Toriyama's work before the *Dragon Ball* series, there's a lot of bathroom-type humor that doesn't necessarily translate well to a younger North American audience."**

"THE BEST SOCCER GAME EVER MADE."

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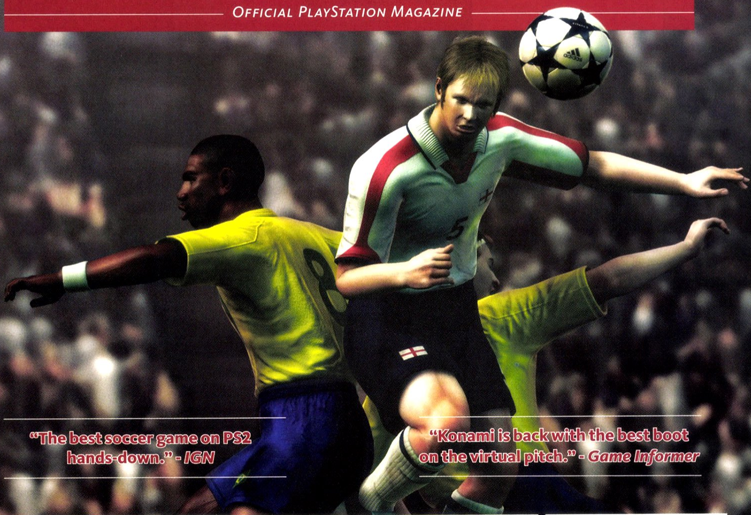

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DID YOU KNOW?
There was another top-down version of *Contra*, called *Legacy of War*. It came out in 1996.

PSP Watch
Konami, Capcom, Namco, and Sega have all signed on for PSP development. Some even want to have games ready for launch. Representatives from Sony Computer Entertainment Europe also mentioned that the retail price for PSP might come in around $300.

ONLY IN JAPAN

KUMA UTA

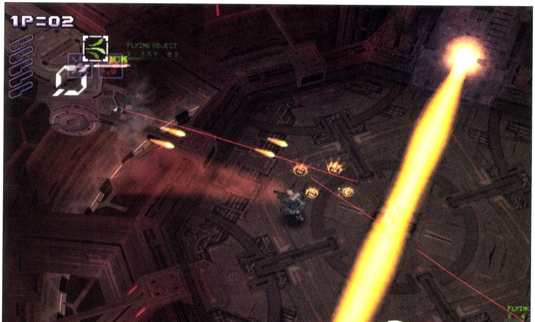
This is a game about a polar bear that sings enka, a type of Japanese folk music. Please bear this fact in mind while you read the rest of this column, because without it, you might actually be deluded into thinking *Kuma Uta* is a cool game. It's not, although it could have been. We've featured plenty of odd music games here (see below), so I've said this a fair number of times, but this game really does take a different approach to a saturated genre.

This time around, you don't control the singer. You manage the singer. You give him suggestions on the tone and pacing of his music—be it solemn, upbeat, or rocking—and then answer a few questions on the direction of the lyrics; the artist then creates a song (yes, unlike Britney, the polar bear can write as well as sing). If you don't like it, you can shuffle the lyrics around, teach the bear new words (ah, that's more like our American pop stars!), or even create your own lyrics. A remarkable little voice-synthesis engine will then bring your custom song to life.

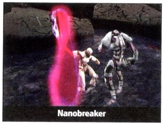
The songs are a bit dull, but their creation is still an impressive feat. Or would be, if this technology wasn't wasted on a singing polar bear. A singing polar bear dressed up in ridiculous garb better suited to *FFX-2*. This technical achievement suddenly counts for nothing when you realize just how silly the entire experience is. Why is this polar bear singing enka? Why are you managing it to "success"? Why is it performing in a French wig? Just why, really? There's simply no explaining why Sony decided to forgo the caustic jibe at the world of pop stars and slimy managers that it so easily could have created with this engine and structure, but you can't fault the company's effort. *Kuma Uta* even includes an online mode for transferring your "best" songs to your friends. However, the only song swapping you'll be able to do is on Kazaa, because *Kuma Uta* isn't coming to the United States.

Music Madness
Kuma Uta isn't the first music game we've covered in OIJ. Remember these?

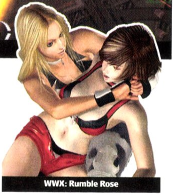
- *Bravo Music*: Released in the United States (doh!) as *Mad Maestro*, it was one of the first conductor sims ever. And one of the last.
- *Taiko no Tatsujin*: A superbly insane drum sim from Namco, complete with controller.
- *Mojibribon*: Another game with a voice synthesizer and an excessively odd (calligraphy rap?!?) premise.



Neo Contra


Nanobreaker

Suikoden IV


WWX: Rumble Rose

ALL-NEW KONAMI LINEUP

Now with bouncy parts!

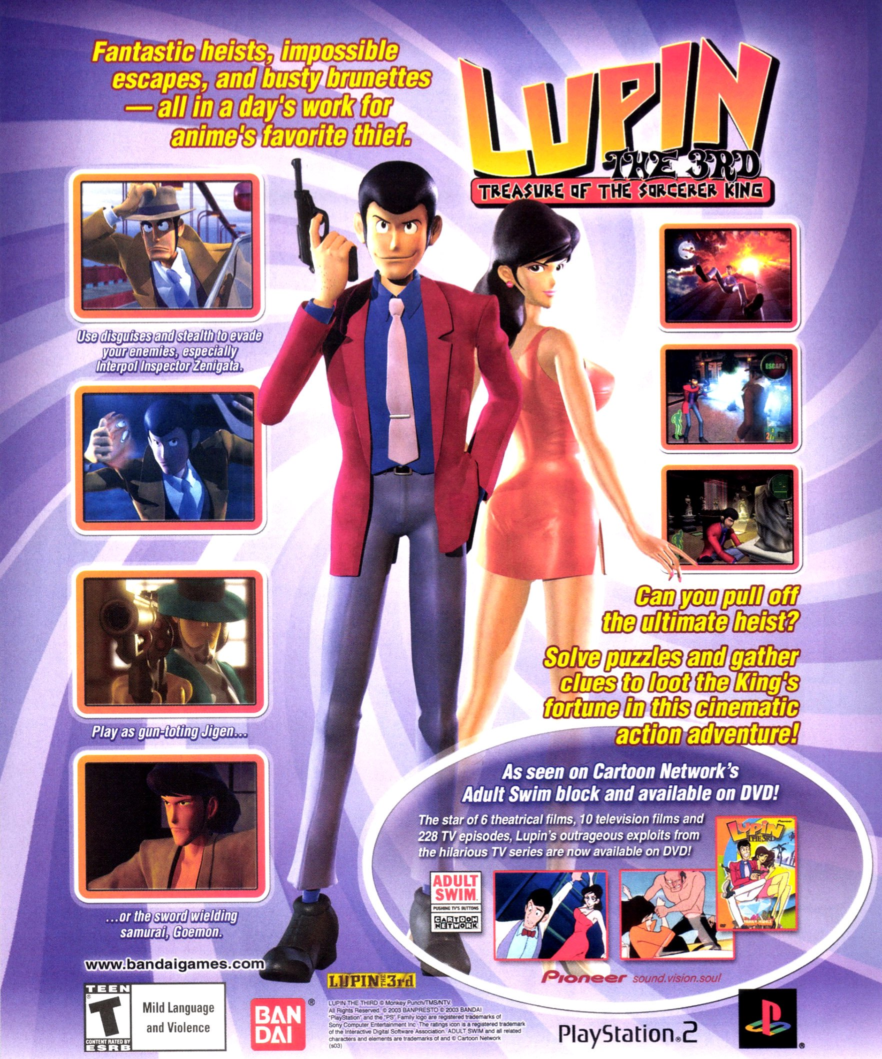
Just before this issue went to print, Konami held its annual Gamers' Day at the Metreon in beautiful downtown San Francisco. While we've already written about a few of the games (such as *Silent Hill 4: The Room* and *Suikoden IV*, which features more cat people than ever before) in previous issues of *OPM*, the event marked the first time we actually had a chance to get our hands on playable code. The lineup features some brand-new names, as well as some interesting (and particularly welcome) new interpretations of beloved, classic franchises.

Possibly the most noteworthy franchise game on display was the new *Contra*, creatively named *Neo Contra*. Unlike with *Shattered Soldier*, the thumb-breaking and mind-numbingly difficult previous PS2 release in the series, a large portion of *Neo Contra* is viewed from an overhead perspective, with gameplay resembling that of the *Baldur's Gate: Dark Alliance* games. It also features a samurai from the future—a popular character choice among developers these days.

Not to be outdone by the *Contra* announcement, *Castlevania* producer Koji Igarashi revealed that his latest project won't involve vampires or people with their names spelled backward. Instead, he's busting out a futuristic action game called *Nanobreaker*. Fans of *Lament of Innocence* will be happy to know that *Nanobreaker* uses the same gamplay engine and that the combat mechanics should be just as easy to use. Plus, it has a robots-taking-over-the-world vibe, and you can't go wrong with that.

The most interesting new announcement came in the form of an all-female wrestling game called *WWX: Rumble Rose*. Naturally, Konami has enlisted the help of wrestling developer Yuke's Entertainment (of *SmackDown!* fame) to help with the gameplay, but the company also brought CG specialists on board to help with character models and the animation of bouncy parts. It seems that Konami is looking to attract the *Dead or Alive: Xtreme Volleyball* crowd (namely, people who like ladies with bouncy parts), but only *WWX* might actually have some gameplay beneath its alluring facade.

MORE NEXT MONTH
Be sure to check out next month's issue for more information on these and other games shown at Konami's Gamers' Day, including *Silent Hill 4*—if you dare!



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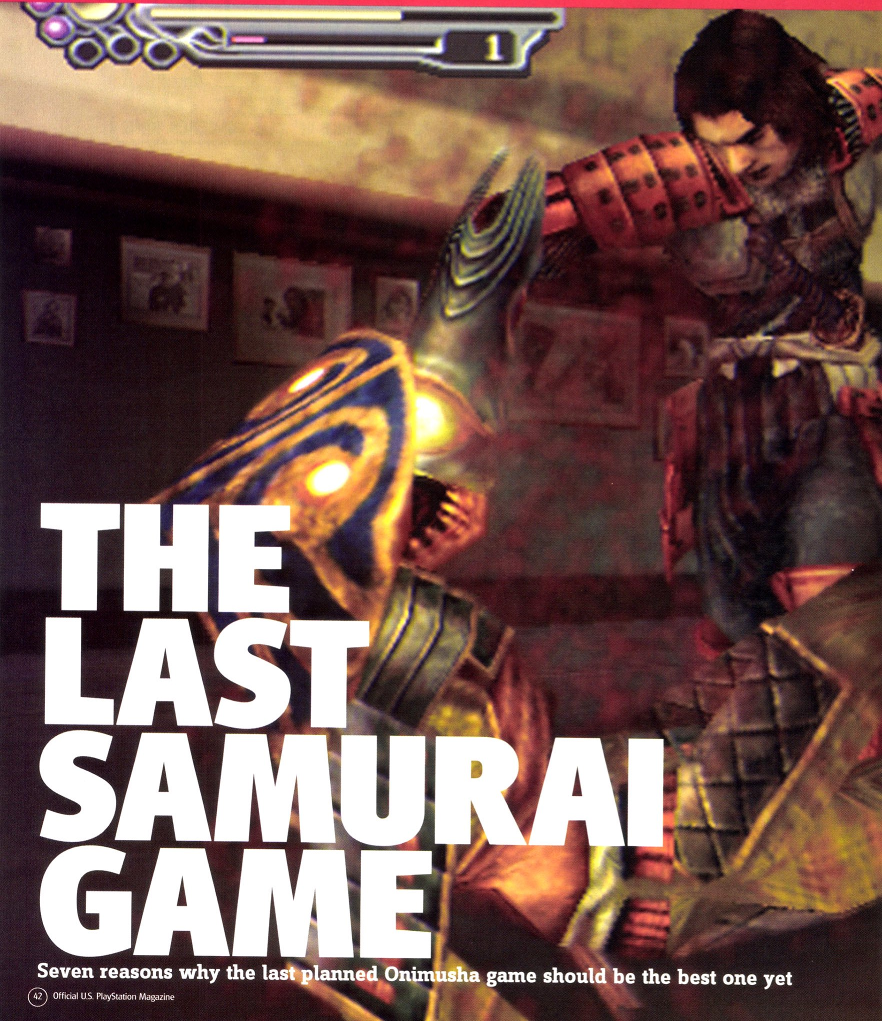


THE LAST SAMURAI GAME

Seven reasons why the last planned Onimusha game should be the best one yet

$195 Approximate dollar value (14,800 yen) of Hori's 38-inch *Onimusha 3* Soul Controller, now available in Japan. We have absolutely no idea how it actually works.

Presented to us by producer Keiji Inafune, a recent demo of Capcom's *Onimusha 3* revealed what we've suspected since its announcement a year ago: The *Onimusha* trilogy is going out with a bang. Here are a few reasons why.

1. SAMANOSUKE RETURNS

Yeah, we all liked playing as Jubei Yagyu in *Onimusha 2*. But part of us longed for another experience as Samanosuke, the red-armored protagonist of *Onimusha: Warlords*. Once again modeled after Japanese actor Takeshi Kaneshiro, the hero dons his soul gauntlet and returns for more demon slaying in *Onimusha 3*.

Wanna know something that makes Sammy even cooler? He was a real dude. Not a famous samurai, but a real one nonetheless. "He is the nephew of the person who actually defeated Odu Nobunaga in reality," says Inafune. "Because he isn't famous, we can turn him into a game character without any preconceived notions."

2. TIME TRAVEL

Onimusha 3's excellent opening movie (choreographed by Hong Kong action star Donnie Woo) sets the stage for the time-bending events to follow. One moment Sam is fighting Nobunaga back in the 1500s...then he's suddenly in modern-day Paris helping some French guy defeat demons like those we've seen since the first game. And wouldn't you know it? Frenchie gets sent back to the 16th century himself.

A strange concept, to be sure. But hey, it makes sense to Inafune and his team. "One of us just jokingly threw out, 'Hey, let's have some kind of time warp thing in it,'" he tells us. "And when we really got to thinking of it, *Onimusha* is a game about demons—it's a mixture of reality and this non-reality. So a time slip really would fit the parameters of the *Onimusha* world."

3. THE FRENCH GUY'S KINDA COOL

If you've seen *The Professional* (or suffered through *Godzilla*), you know Jean Reno as "that French guy." Well, that's his role in *Onimusha 3*. Kicking ass back in Samanosuke's day, Reno's character, Jacques Blanc, comes equipped with guns (of course) plus an electric whip he wields as smoothly as any Belmont.

Oddly enough, Capcom originally wanted for the role a "very big American star" that it refuses to identify for us. "That person wanted a lot of money," comments Inafune. "Jean Reno is a Frenchman, so he fits Paris more than an American actor seen there would. When we actually did the game, he was ready to rock 'n' roll." He even provides voiceover for the French his character speaks in the game.

4. NOBUNAGA'S BACK, TOO

"He's like the Jason of feudal Japan," Inafune tells us of the demonized version of real-life warlord Odu Nobunaga—who just doesn't seem to know how to die. To no one's surprise, he returns as Samanosuke's chief nemesis in *Onimusha 3*.

But really, what's the big deal with this guy? "Nobunaga is probably the most famous historical figure from Japanese history," says Inafune. "He started out with little power, and through his strength and his leadership he was gradually able to make his way up, higher and higher through the ranks. He eventually became the strongest leader who almost united all of Japan. Basically, he's the perfect blend of good and bad."

5. IT'S IN 3D NOW

Good as they looked, prerendered backgrounds limited the first two *Onimusha*s. Now in 3D, however, the visuals remain every bit as stunning. "*Onimusha 3* is really the first game that was developed from the ground up with its own engine that was based 100 percent on PS2, not some computer specs Sony had given us," says Inafune.

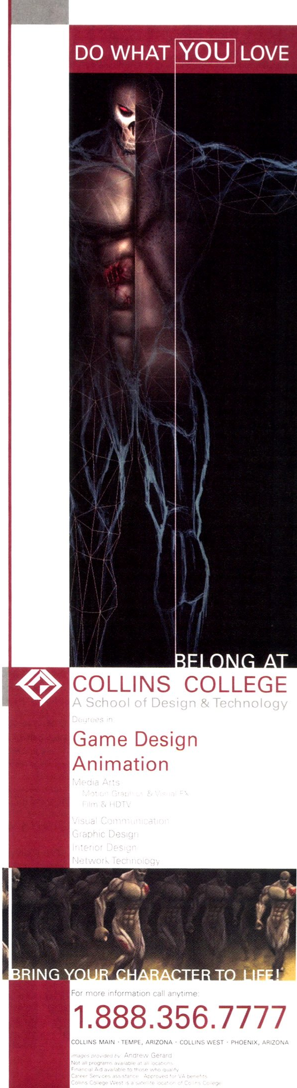
6. IT'S A JAPANESE GAME DESIGNED FOR WESTERNERS

Capcom may be a Japanese company, but it knows the largest gaming market lies in the West. "In order to appeal more to Westerners, we decided we should make one of the major settings someplace in a foreign country like America, France, or England," admits Inafune. The final decision was for Paris, both because few games have taken place there and "*Onimusha 2* sold the worst in Europe. That's where we lost the war. And, of course, Paris is a major city in Europe."

7. IT'S YOUR LAST CHANCE AT AN ONIMUSHA GAME...OR IS IT?

Even though Capcom has suggested *Onimusha 3* will be the last core game in the series, Inafune suggests we may not have seen the last of the franchise.

"We always planned this as a trilogy," he says. "But this is a business, and there are tons of fans out there—no company is going to be stupid and ignore that. If I were to make a fourth game, it would be something totally different. It may use the same concept as *Onimusha*, but it may not have samurai. Or it might."



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RONIN

He sure doesn't look old enough to be one of the premier names in game development, but Keiji Inafune has wowed gamers ever since the '80s. As creator of *Mega Man,* Inafune provided Capcom—hell, even videogaming itself—with one of its most memorable and beloved characters. Since then, he's contributed to other big titles, including *Resident Evil 2* and the *Onimusha* series (which he also conceived). *Onimusha 3* is his latest project.

OPM: What will make *Onimusha 3* stand out from all of the other action games coming out in 2004?
Keiji Inafune: It's a game with an opening movie so spectacular that you will not likely see another like it for a long time to come, if ever again. The game itself lives up to the opening movie's quality, so it starts with a bang, keeps you excited throughout the whole game, and then finishes with a bang.

OPM: Lots of cool samurai action, huh? So, what does the word "samurai" mean to you?
KI: "Samurai" has a difficult definition. What is a samurai? Probably the most historical figure is Lord Nobunaga, but was he really a samurai? No. He was a ruler. He was a general. He gave orders. He was a good tactician. It's hard to call him a samurai. But he still existed in the samurai period and probably would have been known as a kind of samurai.

There's a lot of different samurai. Samurai change depending on the period of time. There were samurai who lived in peace who were more refined, more educated. And then there was the "warring states" period, when the strong survived. It didn't matter if you were born under the richest person in the world—if you weren't good with a sword, you weren't going to go anywhere.

OPM: If you could be any samurai in history, whom do you think you would be?
KI: Tokugawa Ieyasu. He won every fight and did the best out of all the samurai.

OPM: Tom Cruise actually did pretty well as a samurai here in America recently, in *The Last Samurai.* What did you think of him, kinda looking like Samanosuke?
KI: I have to say that Tom Cruise looks good dressed as a samurai. You wouldn't think a Western actor would make such a good one, but Tom Cruise does it with style.

OPM: Mega Man is probably the character you're best known for, but Samanosuke has won over lots of fans. If the two had a fight, who would win?
KI: Mega Man. He's sneaky...and more popular, too.

> **"It's a game with an opening movie so spectacular that you will not likely see another like it for a long time to come, if ever again."**

OPM: He's been around for more than 15 years now. What do you think has made him such a popular character?
KI: He's a character based on what kids feel and love in their hearts. He captures their imaginations, and even adults never forget those memories.

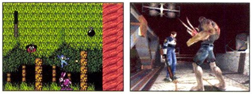
OPM: When you design a game, what's your central philosophy?
KI: I look at the games not as a creator, but as a typical gamer.

OPM: What advice do you have for any aspiring game makers?
KI: Become a game designer so that you fulfill *other people's* dreams—not your own. Making games should be about making other people happy.

OPM: That said, which game out there makes you the happiest?
KI: *The Legend of Zelda: A Link to the Past*. You can't call yourself a gamer and say you know what games really are until you've played that one.

OPM: If you could pass down one of your games to future generations, which one would it be?
KI: *Mega Man 2*, because it's classic gaming at its best. The team made the game because they wanted to, not because they were told to. Also, they were able to put in everything they couldn't do in [the first] *Mega Man*.

OPM: What would you be doing if you weren't making games?
KI: I'd probably be homeless.



Keiji Inafune

Officer, General Manager, and Head of Production Studio 2
Career highlights: *Mega Man* series, *Resident Evil 2*, *Onimusha* series

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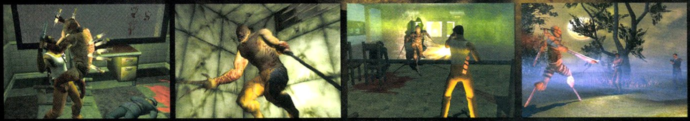

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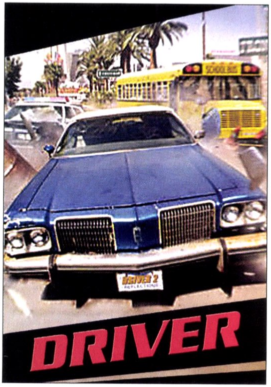
SEEN AND NOT HEARD
The word "zombie" is not used once in the movie *Resident Evil.*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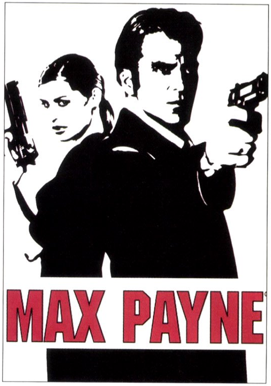
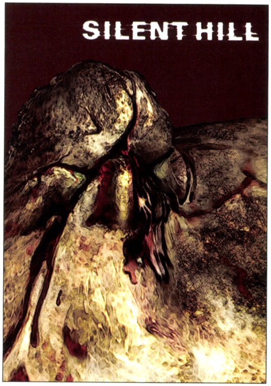
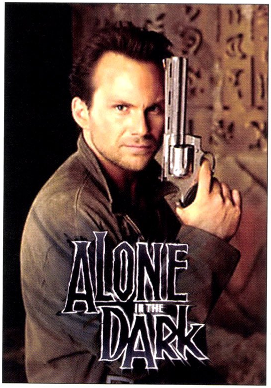



SILENT HILL

COMING ATTRACTIONS

Having exhausted the comic book industry for inspiration, Hollywood is now knee-deep in videogame adaptations

By John Gaudiosi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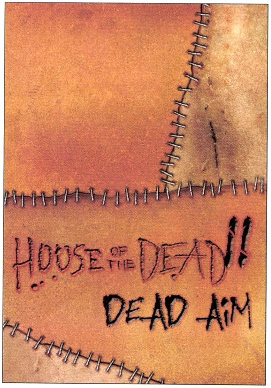
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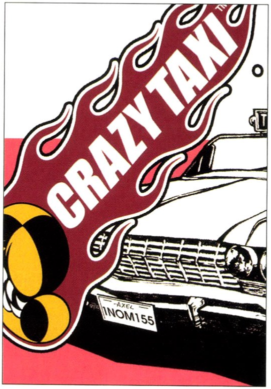

CRAZY TAXI
AXEL
INOM155

36D Bra size to which Angelina Jolie was padded to play Lara Croft.

LUCKY BREAK Cameron Diaz was originally supposed to play Sonya Blade in *Mortal Kombat*, but she broke her wrist and was replaced by Bridgette Wilson.

The videogame business has beaten Hollywood box-office numbers both globally and domestically for the past two years. Numbers speak volumes in Tinseltown, and videogames provide a built-in audience of fans. This year will see an unprecedented number of games on the big screen. Even the lackluster second outing of Lara Croft on the big screen hasn't nixed the possibility of a third movie down the line, according to producer Lloyd Levin. Despite domestic indifference to *The Cradle of Life*, international returns were more than respectable enough to ensure a final chapter in the trilogy.

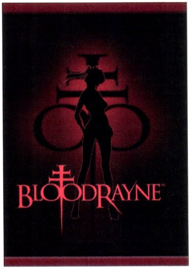
The appalling low-budget horror film *House of the Dead* earned back its $12 million budget in the U.S. despite being hammered by the press. Director Uwe Boll will provide another affront to good taste this fall when he begins filming the $11 million *House of the Dead II: Dead Aim* for an expected March 2005 release. "We have the script, and the movie's been storyboarded," Boll says. "*House of the Dead II* will be a huge war movie where the AMS response team has to take over a city infiltrated by zombies. It's all a little like *Escape from New York*." We can hardly wait.

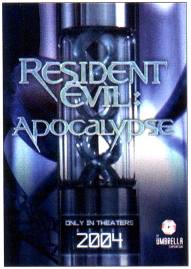
Boll is one of the busiest men in the videogames-to-movies business these days. He's already wrapped production of the $20 million *Alone in the Dark* movie with Christian Slater and Tara Reid. The film, which opens in October 2004, brings Atari's horror franchise to the big screen. Slater told us that he would provide the voice and likeness for the virtual Edward Carnby in Atari's new *Alone in the Dark* videogame as well.

The appalling horror film *House of the Dead* earned back its $12 million budget in the U.S. despite being hammered by the press.

Next up for Boll is a $20 million adaptation of Majesco's *BloodRayne*, which starts shooting in April. Boll says he'd like to focus on the origin of the game's title character and set the movie in the 18th or 19th century, rather than retread the Nazis of the first game. "I'd like to have her face off against her father, the vampire that violated her mother," he says. "We're going to go for a creepy feel like in *Sleepy Hollow*." Boll hopes to time the movie's release with the launch of the second game this fall.

Also in the works is a big-screen adaptation of Gas Powered Games' *Dungeon Siege*, which Boll ambitiously envisions as *The Lord of the Rings* meets *Braveheart*. A script is being written for the $50 million fantasy epic, which should begin filming in Canada and Eastern Europe by early 2005. Boll is also actively going after several other game licenses, including Eidos' *Fear Effect*, Midway's *Road Kill*, the revered *Baldur's Gate*, and even Sega's *Virtua Fighter*. There are also plans for a third *House of the Dead* and two more sequels for *Alone in the Dark* and *BloodRayne*, if audiences can stomach them. Boll's approach to movies, it seems, has more in common with manufacturing than art.





"I'm always open and interested in other movies," he tells us. "I don't assume that from now until my old days I will only do videogame movies, but right now I'm very interested in that and I want to keep going with that genre."

Boll partnered with Mindfire Entertainment on the *House of the Dead* movies, and that production company also has a slate of other game-based movies in development. Mindfire President Mark Altman says that *HOD2* won't follow the story line of the first film (thank God!), but that the third film will conclude in a "post-zombie Earth and will be *Mad Max* meets *28 Days Later*."

Mindfire is also working on a *Crazy Taxi* movie, slated to bow in summer 2005. The $60 million movie will be filmed in San Francisco. "A lot of people wondered how we would adapt *Crazy Taxi*, but our writer came up with an incredible take and we bought it on the spot," says Altman.

In addition, Mindfire is developing a big-screen adaptation of *Shinobi* and has partnered with Impact Pictures on *Dead or Alive*. "The great thing about videogames is that the good ones have imaginative scenarios from which to extrapolate characters and put them into fascinating action," says Altman. "Bridging the transition from an active scenario to a passive medium like film is the challenge, and the key in adapting it is to respect the videogame as you would a book. I think that if you stray too far from the videogame, you have a danger of losing the audience."

Another Hollywood production company that's keeping busy in the game arena is Impact Pictures, which has partnered with Mindfire for *DOA*. Producers Jeremy Bolt and Paul Anderson struck gold when *Resident Evil*, which Anderson also wrote and directed, made $100 million worldwide. The $40 million sequel, *Resident Evil: Apocalypse*, wrapped last year in Toronto and should hit theaters this autumn.

Also coming from Impact is a $50 million adaptation of Atari's *Driver*, which will film this summer and hit screens in early 2005, possibly timed to coincide with the announcement of a fourth game (assuming *DRIV3R* sells well this year).

James DeMonaco, Todd Harthan, and James Roday wrote the script that brings the franchise, which has sold more than 12 million units since the first PS1 version, to the big screen. "The games that we tend to go for have drawn elements from cinema," says Paul Anderson. "*Mortal Kombat* was heavily influenced by *Enter the Dragon*. *Resident Evil* was a new take on the zombie movies of the '70s and '80s. *Driver* has the look and narrative feel of '70s films like *The French Connection* and *Bullitt*."

With both *Apocalypse* and *Driver* expected to earn R ratings, Impact will lighten things up a bit with a PG-13 *Dead or Alive* movie. The $25 million feature will film in Australia late this year and is expected to debut in spring 2005. "The movie will follow a group of girls who enter the *DOA* tournament and along the way uncover a conspiracy," says Bolt. "Like the first *Charlie's Angels* film and the early Bond movies, it's very cheeky." And yes, there will be a volleyball game with barely clad girls included in the film. Impact hopes to turn this film into a trilogy (surprise! Why do one film when you can do three?), as well as *Driver*, and there's already a story in the works for a third and final *Resident Evil* film.

Another production company, Collision Entertainment, has found several games that it believes will work on the big screen, including Rockstar's *Max Payne*, Capcom's *Clock Tower*, and American McGee's *Alice*. All are still in early development with no release dates yet. "The worlds that we inhabit in videogames are not cheaply recreated for the big screen," explains Collision President Scott Faye. "The key is to figure out how to capture the essence of the game universe and make it an experience that satisfies the game fans, but also entertains the mass market not familiar with the property."

BLOCKBUSTERS?

While most of the games mentioned so far are coming to the big screen with moderate to small budgets (although taking advantage of Canadian tax benefits will give them a bigger-budget feel), there are some big-budget blockbusters in the works.

Do you smell what The Rock is cooking? The pro-wrestler-turned-Hollywood-A-lister will pull double duty with ***Spy Hunter***. Universal Pictures has green-lighted a $100 million movie based on Midway's classic game. Dwayne Johnson (The Rock's real name) will play superspy Alec Sects and face off against Daemon Curry, president of Noastra International. Charles Gordon and Adrian Askarieh are producing the summer 2005 film.

"We're on track for a late spring/early summer shoot in Europe, and The Rock is very excited about the movie," says producer Adrian Askarieh. "He's even in negotiations to participate in the *Spy Hunter 3* videogame, which will allow gamers to control Alec Sects both in and out of the Interceptor vehicle—a first for the 20-year-old franchise."

In addition to The Rock, the focus of the new movie will be the Interceptor car, which will race on land and on water, just like in the game. Universal has high expectations for *Spy Hunter*, which it hopes to turn into a James Bond–type franchise.

Askarieh is also in talks with several movie studios to turn Midway's ***Psi-Ops: The Mindgate Conspiracy*** into a movie. The game, which was originally called *ESPionage*, is set in the near future and follows the exploits of Nick Scyer, a government agent who uses psychic abilities like telekinesis and pyrokinesis to battle a terrorist group called The Movement.

Nicolas Cage is set to star in the big-screen adaptation of Namco's ***Dead to Rights***. Lorenzo di Bonaventura will produce the movie for Warner Bros. Kevin Brodbin (*The Glimmer Man*) wrote the script for the movie, which is expected to film this year.

Id Software has a pair of potential blockbusters in development with ***Doom*** and ***Return to Castle Wolfenstein***. *Doom* is on the fast track at Warner Bros. with John Wells producing the PG-13 movie. *Return to Castle Wolfenstein* is in development at Columbia Pictures with a script by Richard Wilkes.

American McGee says that his new *Oz* videogame has been optioned by Jerry Bruckheimer, who plans to turn the retelling of ***The Wizard of Oz*** into a trilogy of $100 million movies. No timetable has been set yet.

Spider-Man producer Laura Ziskin is developing a script for a ***Deus Ex*** movie for Columbia Pictures. According to a source at Ion Storm, the film will incorporate plot elements from both the first game and the recently released Xbox title *Invisible War*. No production information has been announced yet, nor has any comment been made since the lackluster performance of the second game during the holidays.

Konami's best-selling horror franchise, ***Silent Hill***, soon to hit its fourth installment, as exclusively revealed in *OPM* last month, has been optioned for the big screen by Davis Films. Samuel Hadida (*Resident Evil: Apocalypse*, *True Romance*) will produce the film and Christophe Gans (*Brotherhood of the Wolf*, *Crying Freeman*) will direct. Davis Films is also working with Gaga Productions on a $50 million live-action film adaptation of Capcom's ***Onimusha***. No production timetable has been given for either film.

While there are some big games still out of the big picture, including *Halo*, *Half-Life*, and *Metal Gear Solid*, negotiations for these franchises are slow going in Hollywood. Even an "option" doesn't guarantee a voyage to the big screen. *Doom* languished for more than a decade before it was finally given the green light.

From the obscure (a live-action ***Pac-Man*** film from Crystal Sky Entertainment) to the no-brainer (*Spy Hunter* with The Rock), movies based on videogames run the gamut. And like comic books, which serve up hits and misses, not every game will work as linear entertainment. But one thing's for sure: Gaming has become such a part of today's pop culture that movies and TV series based on games will become as ubiquitous as games based on TV and movie franchises.

Gitchie, gitchie, ya ya da da.

BIG GIRL
According to IMDb.com, Mya is half Jamaican, half Italian, and half Indian.

PACKING HEAT

Nice concealed weapons

Sultry pop star Mya is used to being on your television screen, but being there as part of a videogame was a new experience for her. Now doing double duty in *James Bond 007: Everything or Nothing* as Bond girl Mya Starling and the film's title song performer, she spared some time for us to talk about gaming, guns, and guys who drive her wild.
–Scott Steinberg

OPM: Forget selling hundreds of thousands of albums—how does it feel to be in a videogame?
Mya: Tremendous. It's a kick-ass opportunity, and the fact that they let me both sing and act in the title, well...it's almost too good to be true.

OPM: Why jump on the interactive entertainment bandwagon anyway?

> **"I can't think of a better fit for me than being a Bond girl."**

M: A character like Bond has been around a long time—being associated with him is a great career choice that's sure to attract new fans. The process of making a game was something I wanted to experience too. I can't think of a better fit for me than being a Bond girl.

OPM: What procedures were involved in making you an active part of *Everything or Nothing*?
M: I was asked to do a number of voiceovers and sing for the production team. The same day I did my vocal parts, the team took a 3D image of me, which my character is based on. The song also took several days to record.

OPM: What was the most difficult part of the endeavor?
M: The voiceovers—I didn't know what I was in store for. There was screaming, kicking...I had to convincingly pretend I was fighting for my life. Trying to reenact that in a booth with no visual stimulation is something else.

OPM: Think being a Bond girl is a step up for you careerwise?
M: Not necessarily. I *do* think it provides a more complete picture of me as a person, though. People will get to see that I'm very sexy, confident, intelligent—and great with a gun.

OPM: Er...you play with guns?
M: Oh yeah! I go to the shooting range on a regular basis. I also blast quite a few in the game.

OPM: You attempt some hazardous stunts in the game. What's the most dangerous thing you've ever done in real life?
M: Driving with my knees while talking on my cell phone and checking my pager [laughs].

OPM: Not very risqué. So from where did you draw the inspiration for your character?
M: I just considered what motivates her. She belongs to a unit. Saving Bond and stopping an enemy from taking over the world is everything to her. It wasn't hard to play this character...she complements my personality very nicely.

OPM: Tell us about the title track you penned for the game.
M: It's actually the first jazz song I've written. Penning a track like this was a welcome challenge for me. It's sweet in lyrical content, but it's about not settling for less than the best.

OPM: What systems does a foxy lady like yourself work on at home?
M: We've had an Atari, Nintendo 64, PS1, PlayStation 2, Xbox...I love 'em all. And I love race car driving simulations.

OPM: You sound really into this gaming thing. Is there any chance a geek could worm his way into your heart? Like, er, one of us?
M: Sure. I find [gamers] very exciting.

OPM: Pop quiz: Give us one Bond girl name that can actually compete with Pussy Galore.
M: That's easy—Hard Candy. That should be my nickname, y'know? I can pick up a gun and still be sweet.

Photo by Charles Langella/Corbis Outline

ANTICIPATION^{XI}

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MARCH 2004

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HDD
PlayStation®2

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SQUARE ENIX

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ESRB CONTENT RATING	www.esrb.org
Game Experience May Change During Online Play	

www.us.playstation.com

Online play requires Internet connection and Network Adaptor for PlayStation 2 (sold separately). Players are responsible for all applicable Internet and subscription fees. Children under the age of 13 are not permitted to use PlayOnline services, including games. Acceptance of certain agreements is required. A valid credit card required to set up account. Free subscription for 30 days. Some restrictions may apply. ©2001-2004 SQUARE ENIX CO., LTD. All Rights Reserved. Title Design by Yoshitaka Amano. FINAL FANTASY is a registered trademark of Square Enix Co., Ltd. SQUARE ENIX, the Square Enix logo, PLAYONLINE, the PlayOnline logo are trademarks of Square Enix Co., Ltd. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. "Live In Your World. Play In Ours." is a trademark of Sony Computer Entertainment America Inc. The Online icon is a trademark of Sony Computer Entertainment America Inc. HDD logo is a trademark of Sony Computer Entertainment Inc.

www.bestforminc.com/baggy-pants.cfm
This fitness company's website boasts that "You won't find more Baggy Pants information anywhere."

2003 GAME OF THE YEAR AWARD

Why a prince in baggy pants is the best game of the past 12 months

Every month, one game is worthy of a little extra recognition. Sometimes it's the best of a bad lot, and sometimes it's something truly spectacular that shines even more brightly than a host of other five-star games. We reviewed 278 games in 2003, but only 12 of them were worthy of Game of the Month, and now just one gets the ultimate award of the year.

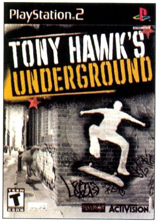
GAME OF THE YEAR!

Prince of Persia: The Sands of Time

Game of the Month: Issue 75

We had an inkling this would be Game of the Year when we put it on the cover of Issue 74. A month later, when it won our Game of the Month accolade, it was up against some stiff competition, including *Final Fantasy X-2*, *Ratchet & Clank: Going Commando*, *SOCOM II*, and *The Lord of the Rings: The Return of the King*. It prevailed, though, and the glowing review opened with the line "*Prince of Persia: The Sands of Time* is one of my favorite games, ever." Heady praise indeed for a game that hasn't sold as many copies as we think it deserves to (see our story on page 30). If you haven't bought it yet, go out and do so right now. It even comes with a free copy *of Splinter Cell* if you shop smart.

If you like adventure games, you'll love this game. If you like platform games, you'll love this game. It's got story, it's got action, it's got amazing graphics, and it's got some of the best animation you'll see anywhere. Don't be put off by the baggy pants and *Thief of Baghdad* vibe—the Prince is gaming royalty.



Tony Hawk's Underground

Game of the Month: Issue 76

A skating game with a story is unusual in itself, but a skating game that lets you customize absolutely everything—right down to putting a photo of your face onto your character—makes it pretty special. The controls are spot on, the graphics are awesome, and the game even allows you to skate onstage while Kiss performs in full makeup. Awesome.

THE FIVE-STAR GAMES OF 2003

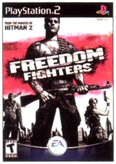
- Colin McRae Rally 3
- Dark Cloud 2
- ESPN NBA Basketball
- F1 Challenge '99-'02
- FIFA 2004
- Final Fantasy X-2
- Freedom Fighters
- High Heat MLB 2004
- Madden NFL 2004
- Metal Gear Solid 2: Substance
- Midnight Club II
- NASCAR Thunder 2004
- NBA Street Vol. 2
- NCAA Football 2004
- Prince of Persia: The Sands of Time
- Ratchet & Clank: Going Commando
- SOCOM II: U.S. Navy SEALs
- Soul Calibur II
- Splashdown: Rides Gone Wild
- SSX 3
- The Lord of the Rings: The Return of the King
- Tiger Woods PGA Tour 2004
- Tony Hawk's Underground
- Virtua Fighter 4: Evolution
- World Soccer: Winning Eleven 6 Int'l

10,738 The number of registered users on the *Soul Calibur II* forums.

SSX 3

Game of the Month: Issue 74

Bigger, faster, and cooler than previous games, *SSX 3* proves that snowboarding isn't a tired genre if it's treated like a game and not like a simulation of the sport. Like the previous games, it allows for some superhuman tricks while providing a genuine sense of excitement as you hurtle down a mountain. The online mode rocks, too.



Freedom Fighters

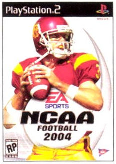
Game of the Month: Issue 73

Freedom Fighters slapped us about the face and neck with its brilliance when we reviewed it, and it has remained a firm favorite since. Produced by *Hitman 2* developer Io Interactive, its mix of tactics and shooting is unlike anything else. If you like nonlinear games that require a little thought, you need to play *Freedom Fighters* right now.

Soul Calibur II

Game of the Month: Issue 72

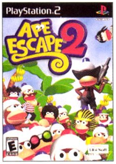
Facing off against *Virtua Fighter 4: Evolution*, it was a tough call as to which would leave the ring as Game of the Month. *Soul Calibur II* emerged victorious because of its "essentially flawless gameplay experience." Can a fighting game be that good? After this, you'll wonder why the competition bothers to try.



NCAA Football 2004

Game of the Month: Issue 71

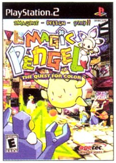
"*NCAA Football 2004* comes so close to perfection that you have to wonder if Tiburon can top itself again next year," exclaimed our review of EA Sports' college game. It's better than its competition and arguably offers a better experience than any of the pro games, *Madden* included. It also sports an awesome online mode.



Ape Escape 2

Game of the Month: Issue 70

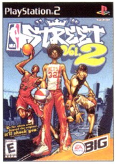
A game featuring 300 different monkeys has to be good, right? We were as surprised as you were when *Ape Escape 2* nabbed the top spot in Issue 70, but its excellent controls, wacky sense of humor, and vexing challenges make it one of the best games of the year. Did we mention that it's packed full of monkeys?



Magic Pengel: The Quest for Color

Game of the Month: Issue 69

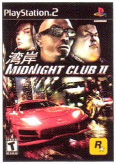
Few games can claim to be as innovative as *Magic Pengel*. This is a game where you get to *draw* your character and then see it fight against other zany creations. This game proves what an incredible entertainment form videogames are. It's a work of art, even if your monsters aren't.



NBA Street Vol. 2

Game of the Month: Issue 68

NBA Street's sequel was one of the finest basketball games ever made. Although pro ball games have improved since, when *Vol. 2* hit store shelves early in the year, it was the undisputed champ. It put even its EA stablemate *NBA Live* to shame with awesome controls and fantastic multiplayer gameplay.



Midnight Club II

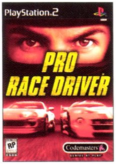
Game of the Month: Issue 67

Kicking off the year's *The Fast and the Furious* clichés was Rockstar's spectacular sequel to one of the original PS2 games. *Midnight Club II* surprised all of us with its high-octane gameplay and awesome online modes. Few racers have surpassed its sense of speed, and it's still one of the most challenging racers around.

Dark Cloud 2

Game of the Month: Issue 66

"It's got almost everything you'd want from a role-playing game," our review concluded. "But it's also got something most RPGs lack. It's really, really fun." If you're going to invest 40 lonely hours in some fantasy adventuring, you could do much worse than *Dark Cloud 2*'s gorgeous visuals and absurd challenges.



Pro Race Driver

Game of the Month: Issue 65

The first game to be dubbed a "car-PG," this addictive and challenging racer has influenced a host of racing games. Building on the *TOCA* gameplay engine, *Pro* is one of the only racers that lets you smash up licensed vehicles. For that—and for the fact that it's one of the best racers on the system—we salute it.

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WARHAWK: BATTLESTAR GALACTICA
Warhawk isn't just a much-revered PS1 game, it's also the name of a truly awful *Battlestar Galactica* novel written by series star Richard Hatch.

Clish MacLaver's

GOSSIP, GOSSIP

The finest source of PlayStation rumors on the planet

There's so much stuff coming in 2004 that Davison has given me a full page to throw you everything I've got. Many of last year's predictions turned out to be right on the money, so hopefully, there's a degree of trust between us all now. Lots of gaming-rumor columns out there just pluck ideas out of thin air and hope you'll believe them. I don't do that. If it's here, chances are there's a kernel of truth to it, and someone, somewhere is gossiping about the information.

NAUGHTY DOG AND INSOMNIAC JOIN FORCES

Word of this union originally slipped out from Naughty Dog's Jason Rubin, speaking on CNN Headline News late last year. It's widely known that the two teams have been sharing technology for a considerable time now, but news that they're working together creatively, and on a PlayStation 3 game, is some of the most exciting news I've heard in a while. My vote? Ditch the navel-gazing headliners from their respective franchises and let the real heroes come to the fore. I'd buy a game called *Clank & Daxter*, and I'm betting you would too. The chances of that ever happening are remote, but whatever the two teams dream up, it's sure to be pretty impressive.

GAMES DEVELOPED INCOGNITO

Ever since the talent from SingleTrac re-emerged as Incog, there has been speculation that the team will revisit its PS1 roots. After its sterling job on *Twisted Metal: Black*, it's with a certain amount of giddiness that I tell you of a possible *Black 2* in the works. This isn't the only old-school franchise being worked on though; there's also talk of a revitalized *Warhawk* finally emerging this year. This has to be one of the most gossiped about remakes of recent years, with rumors about it circulating since the PS2 was released. Hopefully, this latest gossip isn't more idle chatter.

> **There's also talk of a revitalized *Warhawk* finally emerging this year. This has to be one of the most gossiped about remakes of recent years.**

GUERRILLAS GO TO WAR

Killzone's release in the United States is yet to be confirmed (although I'm expecting Sony to finally raise its hand on that one in the next month or so), but word is already leaking out about the team's next project. Using the same engine as *Killzone*, the as-yet-unnamed combat game will be an online shooter set during the Vietnam War. The game will be announced at E3 in May by its publisher, Eidos, and I'm not expecting us to see it in stores before 2005.

DEUS EX EXPANDS

Sticking with Eidos-related news, we should start seeing information leaking out any day now on the next game in the *Deus Ex* franchise on PS2. Although we were denied the pleasures of Ion Storm's *Invisible War*, the next game, which is, surprisingly, being developed by Crystal Dynamics, is apparently a squad-based online shooter. Looks like we're going to see a lot of those in 2004.

SSX ON PSP

I mentioned the possibility of a new *SSX* game last month, and the more I hear about it, the more I'm now convinced that it's not a PS2 game, but will instead be a launch game for the PSP this November. Word is that it's a totally new game, and not a remake of *SSX 3*.

SLY COOPER RETURNS

It's certainly not been intentional, but I seem to be packing no end of Sony rumors this month. Alongside all the threesomes, it seems that staff favorite *Sly Cooper* will finally make a reappearance this year. There's no word on whether the gameplay will change (I hope not, the original was pretty awesome), but we do know that the cartoon-style look is said to have been improved beyond that of the original. I can't wait to see this one.

ANOTHER YEAR, ANOTHER BOND GAME

The word on this one is sketchy at best, but there have been rumors of Electronic Arts producing what it's been loosely dubbing "a sequel to *GoldenEye*." Those of you who have been gamers for longer than the life span of the PS2 will no doubt remember *GoldenEye* being deemed one of the greatest first-person shooters of all time when it was published by Rare for Nintendo 64. I'm expecting to see the game announced properly in the next couple of months, but there's a lot of chatter about it being a...guess what!?...online multiplayer first-person shooter!

ANOTHER VENDETTA

I've brought this up before, but I wanted to mention it again because I'm so excited about it. There's a sequel to *Def Jam Vendetta* rumored to be in the works, and I've heard that the gameplay mechanics suck in some ideas from *Grand Theft Auto* to supplement the fighting stuff.

SPEAKING OF GRAND THEFT AUTO STUFF

Months and months ago, I let you know about a rumor I'd heard that the next *Grand Theft Auto* game would be called *Sin City*. One of two things has recently happened: Either a) new information has leaked out and I was right or b) someone found my gossip column from back then and has started chattering about the game again, using that name. My contacts at Rockstar still aren't saying anything, but there's lots of momentum on the whole *Sin City* thing. There's also lots of talk of the possibility of both 50 Cent and Eminem being involved in the new game.

E-MAIL ME!

If you have some good gaming gossip, I want to hear about it. A rumor network is only as good as the people who contribute to it. If you've heard any juicy info about games coming in the future, shoot me an e-mail at the following address:
clish_maclaver@ziffdavis.com

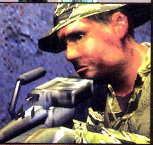
JAK

BET YOU DIDN'T SEE THIS COMING
Rumors are that the third, and possibly final, game in the *Jak* series will be unveiled at E3 in May. The gossip is that the new game plays up the nonlinear aspect even more.

RATCHET

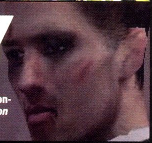
GOING COMMANDO AGAIN
Shockingly, *Jak III* will be joined by another *Ratchet & Clank* sequel this year. Expect a somewhat darker tale this time, in part due to some ex-*Legacy of Kain* talent on the team.

SOCOM



THREE IS THE MAGIC NUMBER
It's all threes at Sony this year with word of a new *SOCOM* game in the works that yet again stomps all over the competition with improvements influenced by YOU, the people playing *SOCOM II*.

GETAWAY



SEQUEL DUE BY THE END OF THE YEAR
The development team hinted at a follow-up in our February 2003 cover story, but its existence was finally confirmed when a sample cover of the *Official U.K. PlayStation Magazine* appeared in an ad in early January.

THAT WAS THEN

see what's NEXT

TENTH ANNIVERSARY

WHERE BUSINESS GETS FUN

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Los Angeles Convention Center

If you're in the business of games, you need to be at the center of the games business – E^3.

Register at www.e3expo.com

E^3 is a trade event, and is not open to the general public. Only qualified industry professionals may attend. No one under 18 will be admitted. This policy is strictly enforced. Consumers and game enthusiasts are encouraged to visit e3insider.com for a first-hand virtual look inside E^3.

SOUND STATION

By John Scalzi

Spinning 'round and 'round

Arnaldo Antunes, Carlinhos Brown, Marisa Monte: Tribalistas

Quick! You need to prove to that earthy-crunchy hottie, the one you have your eye on, that you're, like, totally into world music. Pass on the CD of Guatemalan pan flutes and pick something you might actually want to listen to again—like Tribalistas, for example. This album represents a sort of supergroup of three Brazilian musicians of varying popularity (Marisa Monte is huge in Brazil, the others less so), and it's infused with elegant South American soul. Fronted by the honey-voiced Monte (singing in Portuguese) and featuring mostly mellow acoustic sounds, Tribalistas sweeps you along in its languid flow (although "Passe Em Casa" perks things up a bit). You'll score points with the hottie, but more important, you'll also score some good music.

★★★★

The Dandy Warhols: Welcome to the Monkey House

This album was coproduced by Duran Duran keyboardist Nick Rhodes, which, in case you're wondering, is not really a good sign (what, Limahl wasn't available?). But the presence of the ghosts of the '80s doesn't hurt Monkey House—indeed, the entire album is imbued with a sort of trash/glam nü-romantic sheen that is rather more appealing than you might think. It helps that the Warhols' own brand of snotty, poppy guitar fun is still well in abundance, coupled with singer Courtney Taylor's razor-sharp witticisms and songwriting chops. An album of choice for people who are too hip for whatever room they may be in, which is the first time anyone's ever said that about an album associated with a Duran Duran member.

★★★★½

Radiohead: Hail to the Thief

Overrated. Look, it's nice that these guys are musical geniuses and all, but beyond the swirly aural soundscapes and Thom Yorke singing like he's being asphyxiated by a python, would it kill these boys to write a song? It's been four albums since they've had a song you'd want to play for someone who hadn't already drunk the Radiohead Kool-Aid ("Fake Plastic Trees," in case you're wondering). Critics have hailed *Hail* as the band's return to songcraft, but this is a strictly relative term, as in "the songs on *Hail* are more like songs than the sentences of Heidegger are like sports-bar conversation." You can all be as respectful of Radiohead as you want; I'll be in the corner, listening to the latest single from the Darkness.

★★★

The Stone Roses: The Stone Roses

The Stone Roses was the best rock band in the world for about six months in 1989. Don't laugh—let's see you do it. And, as it happens, The Stone Roses is absolutely, positively the best recorded document of what became known as the Manchester sound—that jangly festival of guitar noise with just a hint of techno sheen. The album makes its case with an unstoppable trio of opening tunes: the brooding egotism of "I Wanna Be Adored," the faux psychedelia of "She Bangs the Drums," and the driving, flat-out Brit-pop classic "Elephant Stone," which you can tell was produced by New Order's Peter Hook. You'll weep for its pure pop-hit beauty. It didn't last—it couldn't last—but nothing perfect ever does. Except, possibly, *The Simpsons*.

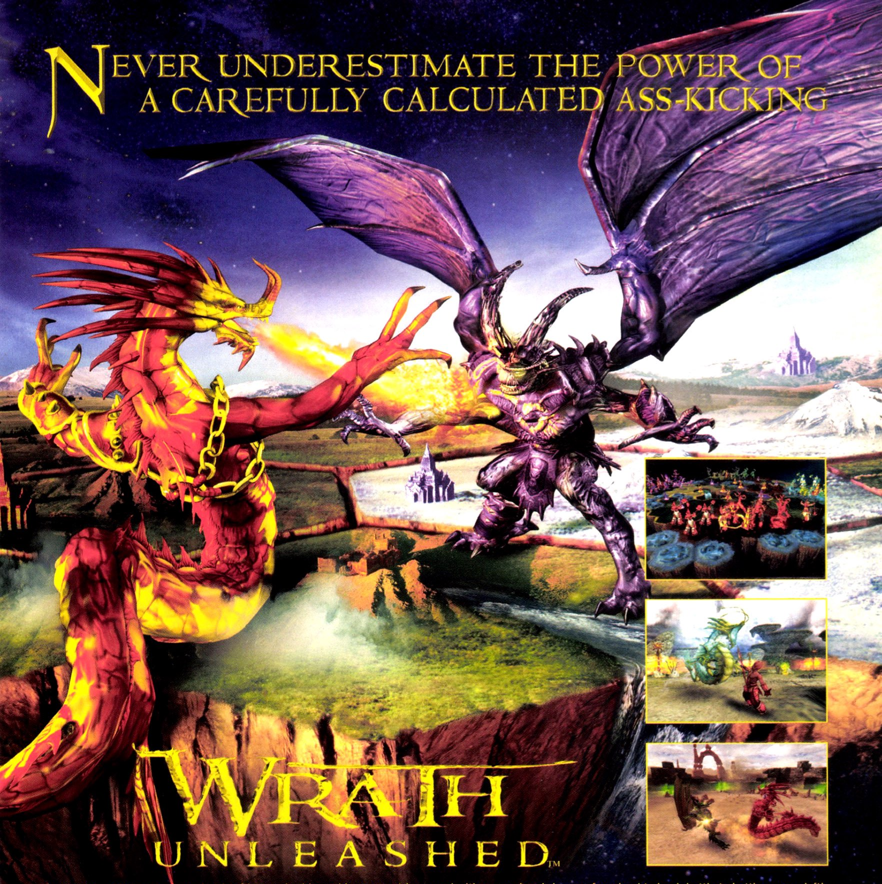
★★★★★

Underworld: A Hundred Days Off

A fine techno album, but it suffers from the same problem that every techno album has, which is that if you're not actually at a rave, hopping about insensate with your pupils constricted into bacterium-diameter pinpoints by a combination of Red Bull and whatever pharmaceutical concoction was most recently cooked up in a rural Nebraskan bathtub, it's just repetitive as hell. A jammer like "Two Months Off" sounds groovy when your time sense is warped beyond all recognition, but here in the real world, nine minutes is waaaay too long to tolerate. Underworld and similar bands might consider releasing abbreviated versions for those of us in unaltered states, because if this album were about 30 percent shorter, it could be a classic.

★★★★½

Photo by Getty Images


NEVER UNDERESTIMATE THE POWER OF A CAREFULLY CALCULATED ASS-KICKING
WRATH UNLEASHED™

Be warned - this is not a mere battle of brawn. In this world, war must be waged with a wary hand. Journey from land to land, battle to battle as you deftly command your army of demons, centaurs and dragons. Exploit their strengths. Mind their weaknesses. Slash, claw and slay your way to power - and if you must, unleash your wrath. Cast magic spells. Pit darkness against light. Bend fire, wind and water to your will. And ultimately dominate the world.

TEEN T Fantasy Violence ESRB CONTENT RATING www.esrb.org

THE COLLECTIVE

XBOX

PlayStation 2

LUCAS Arts

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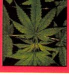
ARRESTING BEHAVIOR
Bill Murray dropped out of pre-med at Denver's Regis College after being arrested for marijuana possession.



DVD REVIEWS

By John Scalzi

HOUSE OF THE DEAD

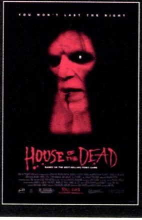
(Jürgen Prochnow, Ona Grauer)

So, I'm wondering: What sort of drugs was Jürgen Prochnow on when he signed up for *House of the Dead*? I'm personally guessing that some fearful combination of cough syrup and antidepressants might have made Prochnow amenable to parodying his great performance in *Das Boot* with his witless appearance here as a fisherman named (no, I'm not kidding) Captain Kirk. Someone schedule an intervention, for God's sake, as well as a film role worthy of his talents.

As for the rest of the film—well, it's not the first movie about zombies, but it may be the first one made by them. Everything about *House of the Dead* is low rent and awful, even by the denatured standards of both hack-n-slash films and videogame-derivied films. It's even worse than *Resident Evil*, which I had previously assumed was the solid gold standard for craptacularness. There is exactly one good thing here: actress Ona Grauer, who persists in trying to act in her role even when everything from her script to her costars to her director is fighting against her. It's a losing battle, but it's still nice of her to try.

Be forewarned: Director Uwe Boll's next two films are videogame adaptations as well—*Alone in the Dark* and *BloodRayne*. I'm presuming that from here, there's nowhere for him to go but up. Let's hope. Even zombies deserve better than this.

★



UPCOMING DVD RELEASES

February 3, 2004
American Splendor
Ed Wood
Kill Bill: Volume 1
Lost in Translation
My Boss's Daughter

February 10, 2004
Angel—Season 3
Intolerable Cruelty
Mr. Bill's Disasterpiece Theater 3-Pack
Party Monster
Wonderland
X-Men Evolution: Powers Revealed

February 17, 2004
Dickie Roberts: Former Child Star
Roswell—Season 1
Runaway Jury
Yukikaze

February 24, 2004
Chapelle's Show: Season 1—Uncensored
Matchstick Men
The Missing
Oz—Season 3
Pieces of April
SNL: 25th Anniversary
Spy Kids 3-D: Game Over
Star Trek Voyager—Season 1

AMERICAN SPLENDOR

(Paul Giamatti, Hope Davis)

American Splendor has the distinction of being the best movie based on a comic book of the last decade or so—possibly ever—precisely because the comic-book hero is not some lantern-jawed guy in tights, but a schlub from Cleveland who works as a government file clerk. He's Harvey Pekar (played by Paul Giamatti, although the real Pekar also appears as himself), and he's a cranky slob with an unremarkable life, except for the fact that it's the basis for a comic book. This allows for remarkable moments, like going on *Letterman* (and then getting kicked off). The film shows it all—documentary style and fictionalized—and manages to wrap you up in the real-life-yet-comic-book world of this guy far better than other comic-book movies with much bigger budgets. See it.

★★★★★

257 The number of rooms on the USS Voyager.

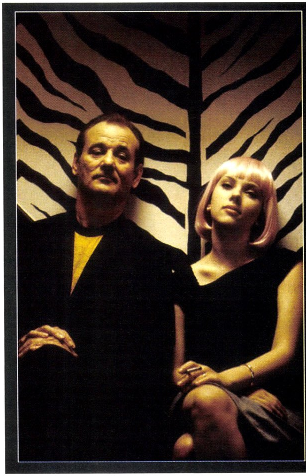
HUMBLE BEGINNINGS
Paul Giamatti's first feature film role was "Kissing Man" in 1992's *Singles*.

DICKIE ROBERTS: FORMER CHILD STAR

(David Spade, Jon Lovitz)

David Spade isn't a washed-up child actor, but he *could* be—he's got that certain look, the defeated smartass wince that says, "When I was 13, I was on fire." It makes him perfect for this role: When he's sitting around playing poker with real former child actors (Leif Garrett, Danny Bonaduce, Corey Feldman), you just get all tingly. Too bad most of the movie's plot (in which Spade's character tries to relive the childhood that he never had) is fairly pointless and stupid. Spade's never had a movie that's made the most of his exquisite snarkiness (except possibly his turn in *The Emperor's New Groove*). This flick's concept fits him well, but sadly, the execution fritters away his attitude, and as a result it misses being a junk classic by *this* much.

★★½



LOST IN TRANSLATION

(Bill Murray, Scarlett Johansson)

We're used to the idea of alienation as shorthand for the behavior of moody unsocialized postadolescents, but *Translation* traffics in *real* alienation: being entirely lost not only in a strange place but also in your entire life. The film provides this alienation to Bill Murray, a fading movie star off to Tokyo to make whiskey commercials, and Scarlett Johansson, a young wife (not Murray's) who feels as distant from her husband as she does from her home. The movie lets these two meet and decide what to do with each other, and no, it's not what you think. It's more. This small, well-observed gem, combined with the previous accomplishment of *The Virgin Suicides*, means director Sofia Coppola can now be remembered for something other than flailing in *Godfather III*. Good for her. Which means very good for us.

★★★★★

YUKIKAZE

(Masahiko Okura, Hiroshi Yamaguchi)

Welcome to the lovely planet of Fairy—hey, *I* didn't name it—where human hotshots in their super-advanced jets do battle with mysterious aliens (called "JAM," don't ask me why). Except instead of having jets that turn into robots, these jets just have minds of their own. At the heart of the struggle is a sullen pilot who has developed what may be too close a relationship with Yukikaze, the sentient navigation program that helps him maneuver the plane. The plot in this anime show is about six speeds too slow (there is something to be said about not being *entirely* moody and curt and mysterious in exposition scenes), but the dogfighting attack-jet action scenes kick ass. If future installments have more dogfights and less angst, count me in.

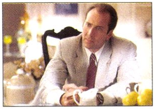
★★★

INTOLERABLE CRUELTY

(George Clooney, Catherine Zeta-Jones)

George Clooney is a smarmy divorce lawyer who messes with Catherine Zeta-Jones, who then returns the favor with a masterful con game that involves Clooney's famous prenup. Naturally, they have the hots for each other. Whoooo boy. Nothing says fun like the Coen brothers doing a screwball comedy. However, the irony here is that the Coens' best work is their least arch (think *Fargo*). So in the Coen canon, this is one of their lesser efforts, not unlike, say, *The Hudsucker Proxy*. But even "lesser" Coen films are better than the majority of other films, and it's clear that both Clooney and Zeta-Jones are having a ball spouting zippy dialogue at each other and everybody else in the film. And as a result, you should have a ball, too.

★★★★

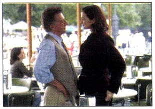


MATCHSTICK MEN

(Nicolas Cage, Sam Rockwell)

Nicolas Cage plays an obsessive-compulsive. Already you're asking, "And this is different from his last seven performances *how?*" Well, in this case, he's an obsessive-compulsive *and* a con man *and* a man who discovers he has a teenage daughter that he never knew about. There. Different enough for you *now?* While the setup seems like a sitcom pitch from a desperate Hollywood hack writer, *Matchstick Men* pays off with all its setups, aided by a sharp script, some fine direction by Ridley Scott (in *Thelma and Louise* mode, not *Alien* mode), and the performances by Cage, Sam Rockwell (as his con partner), and Alison Lohman (as his kid). And anyway, be honest: If you have to watch someone be obsessive-compulsive, it might as well be Cage. He's excellent at it by now.

★★★★



RUNAWAY JURY

(John Cusack, Dustin Hoffman)

Dustin Hoffman plays the decent lawyer, Gene Hackman plays the evil jury consultant on the other side, and John Cusack plays the guy with plans to sway the jury depending on which side offers up the most cash. What's the case? Does it matter? The film's not about the case, it's about messing with the justice system for personal gain. Cheers to the American way! The movie chugs along with the smooth, competent ease that we're now familiar with in every film made from a John Grisham novel, and Cusack, Hoffman, and Hackman turn in the expected professional performances. It's a good film the way a dinner at the Olive Garden is a good dinner: You know what you're getting and you're getting it the way you expect it. And if you don't like the Olive Garden, why did you go there to eat?

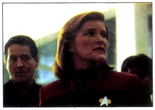
★★★½

SPY KIDS 3-D: GAME OVER

(Daryl Sabara, Alexa Vega)

Spy Kids: The best American film trilogy since the original *Star Wars*? (*Lord of the Rings* is New Zealand's. Go on, give it to them.) Look at the evidence: First, none of the movies actually sucks; heck, the third film is a better version of *Tron* than *Tron* was. Second, all were commercially successful. And third, not only is the final film as good as the first two, it features no ewoks of any sort. And it's in 3D! Not even the presence of Sylvester Stallone drags it down. Actually, I don't really believe it's the best film trilogy since *Star Wars*. But it *is* better than the latest *Star Wars* trilogy—or at least a heck of a lot more fun—and that's worth noting. The DVD comes with 3D glasses, too (it's also got a 2D version). For that alone, it beats the pants off *The Phantom Menace*.

★★★½



STAR TREK: VOYAGER—SEASON ONE

(Kate Mulgrew, Robert Beltran)

A lone spacecraft desperately tries to find Earth while fleeing from the Cylon tyranny! Oh, wait. There I go again, confusing my derivative sci-fi series. Of the five *Star Trek* series out there, *Voyager* is probably the least interesting (the jury's still out on *Enterprise*), primarily because its crew is as uniformly bland as toast. I had high hopes for Janeway, but she's a bit of a stiff, and with the exception of the holographic doctor (Robert Picardo) and occasionally the Vulcan (Tim Russ), the rest of the cast should have been marched to the nearest airlock for the crime of boring the audience (Seven-of-Nine wasn't in the cast yet). This is the one series that you're probably best left TiVoing the episodes off your local channels.

★★½

OVERHEARD
"I'm an anime director. I don't do anything else. People can take it or leave it." –Satoshi Kon

ANIMANIA!

By Dave Smith

Amputees and homeless men are heroes, too

It's pronounced "tek-noh-lies"

If the light comedy of *NieA Under 7* wasn't quite your speed, the creators of *Serial Experiments Lain* return to their dark sci-fi roots with *Texhnolyze*, coming April 6 from Geneon. It begins on the worst day of its hero's life—he goes to bed short at least two of the limbs he woke up with—and continues with the exploration of a grim cyberpunk future. The best of the *Lain* staff—character designer Yoshitoshi Abe, screenwriter Chiaki Konaka, and many others—are very much back in form with this one, so check it out if it sounds grim enough for you.

The potential is there....

It behooves a gaming magazine to take notice of *Arcade Gamer Fubuki*, of which both *OVA* episodes are coming March 9 on DVD from Central Park Media. It stands to reason, after all, that gamers might dig a hyperactive shonen action show about competitive arcade gaming, even if it spends altogether too much of its running time on up-skirt shots of its definitively underage heroine. Actually, some of you might consider that a positive—if you do, though, we'd just as soon you keep it to yourself.

Bright lights, big galaxy

March 9 is actually a good day for fans of the genki. Bandai delivers its first deluxe release of *Galaxy Angel* that day, with a regular edition, a collector's box, and an extra-packed limited edition for those planning to pick up all 26 episodes of painfully cheerful Day-Glo sci-fi adventures. Envision *Di Gi Charat* in space, but only "really, really, really cute," as opposed to "really [repeat for several minutes] cute," in the style that Broccoli has so effectively staked out for itself.

One...two...zero zero nine

Because we're sure you don't have it high enough on your shopping list, we reiterate our recommendation for the upcoming release of *Cyborg 009*, the 2001 remake series based on one of the classics of 1970s animated science fiction. Columbia TriStar has been kind enough to muster two releases of the series—one edited for television, the other blissfully uncut—so pick up the latter and send the appropriate message. The uncut edition is twice as long as the separate TV-edit volumes, but it arrives on the same day, February 9.

Three men and a...heard this one?

Following what must have been a successful release of Satoshi Kon's last film, *Millennium Actress*, his next film is due for a limited American release in the beginning of 2004. *Tokyo Godfathers*, the story of three homeless drifters raising a baby girl, will be appearing at select theaters around the country at the beginning of the year. One might be near you—check out the film's website at sonypictures.com for a schedule of limited engagements and festival appearances.

Late-blooming seed

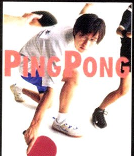
Years after the last attempt to animate Masamune Shirow's manga epic *Appleseed*, director Fumihiko Sori has a much more ambitious adaptation planned. The director of 2003's cult live-action hit *Ping Pong* is heading a 100-percent computer-animated film that is based on the classic near-future mecha action series and is set to hit Japanese theaters next April. The film will be completely 3D along the lines of Square's *Final Fantasy* movie, and you can check out a few teaser images at www.a-seed.jp.

Arcade Gamer Fubuki

Galaxy Angel

Cyborg 009

Tokyo Godfathers



Ping Pong

A cunning mind. A killer body.

Nightshade™

Go ahead, test her. But be warned. Beneath that sweet exterior is a hardened assassin. From vivid urban warfare to unlimited kill combos, the ultimate Ninja experience has arrived.

MATURE 17+
M
Blood
Violence
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$19,999
The amount you can spend on Sony's XBR plasma WEGA HD television if money is no object for you.

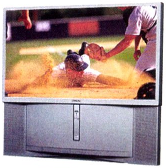
THE LIST

The 8 coolest things we could find this month

COOL, BIG, AND CHEAP(ISH)

SONY 46" 16:9 HI-SCAN PROJECTION TELEVISION

Big HD-ready screens are getting cheaper and cheaper, and Sony's snappily named KP-46WT510 is one of the best values in TV sets you can buy right now. For $1,599 you get 46 inches of high-definition goodness that's ready and waiting for your PS2 and progressive scan DVD player.



CELL PHONE SHIZZLE

NOKIA 6600

Wondering what handset Snoop is sporting in that crazy new Nokia commercial? It's the top-of-the-line 6600, the most feature-packed handset that money can buy right now. Not only does it have all the requisite phone/organizer/music-playing abilities of lesser phones, but its camera also features a digital-zoom function, the first of its kind in the United States. And this is just the beginning for Nokia—look for megapixel cameras, with zooms and flashes, in handsets to be released later this year.

NOKIA
NOKIA

FORM & FUNCTION

iPOD MINI

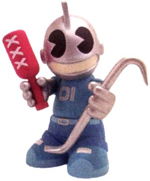
For those of you too weak to tote around the standard MP3 player, your prayers have finally been answered. Apple's new iPod Mini weighs a scant 3.6 ounces and is approximately the size of a business card. With 4GB of storage (enough for up to 1,000 songs) and an eight-hour battery life, you'll be musically equipped for whatever lies ahead. For a mere $250, it's yours. Available in blue, green, pink, silver, and gold.

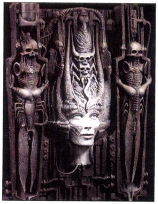
iPod
Playlists
Browse
Extras
Settings
Backlight
MENU

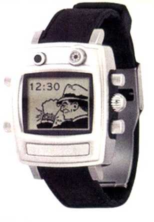
URBAN VINYL

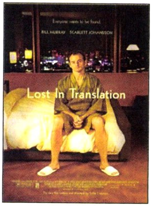
KIDROBOT VINYL FIGURES

Vinyl action figures are the hottest toys (for those of us old enough to know better) around right now, and some have asking prices north of $200. One of the finest purveyors of vinyl art is the Kidrobot store, and artists Tristan Eaton and Paul Budnitz have immortalized their mascot. Three different bots have been produced in limited runs of 333 figures, each costing a reasonable $29.95.





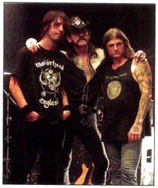




TRUE METAL

PROBOT

What do rock stars do in their spare time? If you're Dave Grohl (Foo Fighters, Nirvana), you gather a gang of old-school heavy-metal vocalists and let them loose on 11 brand-new tracks. Those of you old enough to enjoy this will be thrilled to hear the likes of King Diamond, Cronos, Lee Dorian, Lemmy, and Max Cavalera screaming their lungs out when the CD hits stores on February 10.



ICKY TOYS

MCFARLANE H.R. GIGER

We're into our toys this month on The List, so to counter the urban flair of the Kidrobot vinyls, here's the new McFarlane line based on the bizarre stylings of H.R. Giger. Sci-fi geeks and fans of Jonathan Davis' mic stand will no doubt already be frothing at the mouth at the prospect of these spooky dioramas, but anyone looking for nightmarish decorations for their cubicle will get a kick out of them.

SUPERHERO WRISTWATCH

WRIST NET DICK TRACY

Fossil's new Dick Tracy watch is its latest model on the market, and it's pretty cool, especially for those with retro tastes. Wrist Net service provides automatic time updates when you switch zones, a news service, weather reports, MSN messages, access to your MSN calendar, sports scores, stock quotes, traffic alerts, movie times, restaurant listings, and, in the near future, games. Not bad for a $199 digital watch!

ORGANIZE A PRISON BREAK

LOST IN TRANSLATION

Sofia Coppola's much-lauded flick sees Bill Murray providing the performance of his life alongside the lovely Scarlett Johansson. More an atmospheric piece than a plot-driven drama, it showcases the differences between American and Japanese culture while telling a bittersweet tale of humor and loneliness. The DVD features a host of extras, including an extended version of the Japanese TV show from the movie, *Matthew's Best Hit TV*.

THE SKY IS NO LONGER THE LIMIT
John:
Enemy in gun range!
Amelia:
Attack from the side!
09'27"03
ENG
01170
SPD
1030|MSSL
1066|MSSL
4100/4100
LOCKON
HIT

AIRFORCE DELTA STRIKE™

Fly where no jet has gone before. After conquering the skies, break through the earth's atmosphere and take on the universe. With over 130 planes to choose from, 60 missions, a full crew of playable pilots, and Logitech® Flight Force™ flight stick support, AirForce Delta Strike defies the limits.

TEEN
T
CONTENT RATED BY ESRB
Mild Language
Violence

PlayStation®2

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V VIETNAM

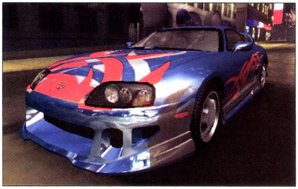
BEST CAR DECAL EVER
We saw this on an actual Honda Civic Type-R in the great city of Los Angeles.

BY THE NUMBERS

IN ASSOCIATION WITH EB GAMES electronics boutique

PS2 Top 20 Sales

What's the deal with those kooky names in *Dragon Ball Z*? One of the main characters, Gohan, means "rice"! Chi-Chi, his mom, translates to "chicken breast." Whoever named these people is quite nutty.



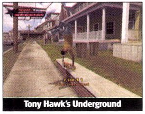
Need for Speed Underground is top dog, but it's missing a little something. Something called "a Honda Civic Type-R with *Street Fighter* decals on it." Then it would've gotten five stars.

	Title/Publisher	Rating
1	**Need for Speed: Underground** (EA Games)	★★★★½
2	**Dragon Ball Z: Budokai 2** (Atari)	★★½
3	**True Crime: Streets of L.A.** (Activision)	★★
4	**Final Fantasy X-2** (Square Enix U.S.A.)	★★★★★
5	**Madden NFL 2004** (EA Games)	★★★★★
6	**Tony Hawk's Underground** (Activision)	★★★★★
7	**SOCOM II: U.S. Navy SEALs** (Sony CEA)	★★★★★
8	**Medal of Honor: Rising Sun** (EA Games)	★★★½
9	**The Lord of the Rings: The Return of the King** (EA Games)	★★★★★
10	**NBA Live 2004** (EA Sports)	★★★★½
11	**The Simpsons: Hit & Run** (Vivendi Universal)	★★★★
12	**The Sims: Bustin' Out** (Maxis)	★★★★½
13	**WWE SmackDown!: Here Comes The Pain** (THQ)	★★★½
14	**Max Payne 2: The Fall of Max Payne** (Rockstar)	★★★½
15	**Manhunt** (Rockstar)	★★★½
16	**Ratchet & Clank: Going Commando** (Sony CEA)	★★★★★
17	**GTA Combo Pack** (Rockstar)	N/A
18	**Prince of Persia: The Sands of Time** (Ubisoft)	★★★★★
19	**Eye Toy** (Sony CEA)	★★★★½
20	**Spider-Man** (Activision)	★★★★½

Dragon Ball Z: Budokai 2

Final Fantasy X-2

Manhunt



Tony Hawk's Underground

Source: EB Games, December 2003. Numbers reflect the sales at EB and its affiliated outlets and don't include other retail outlets. That's probably why you'll never see *Deer Hunter* crack the top 10. Japan's top 10 and the top 10 rentals come from other sources. Game descriptions written by the *OPM* staff.

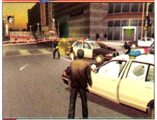
PS1 Top 10 Sales

1	**Final Fantasy VII**	Square
2	**Namco Museum Vol. 3**	Namco
3	**Shrek Treasure Hunt**	TDK
4	**Tarzan**	SCEA
5	**Final Fantasy IX**	Square
6	**Dora the Explorer**	New Kid Co
7	**Final Fantasy Tactics**	Square
8	**Beyblade**	Crave
9	**Ms. Pac-Man Maze**	Namco
10	**ATV Mania**	Gotham

Japan's Top 10 PS2 Games

1	**Hot Shots Golf 4**	Sony
2	**Front Mission 4**	Square Enix
3	**Full Metal Alchemist**	Square Enix
4	**One Piece: Grand Battle! 3**	Bandai
5	**GT4 Prologue Edition**	Sony
6	**Momotaru Dentetsu 12**	Hudson
7	**Gundam: AEUG vs. Titans**	Bandai
8	**Jikkyo P. Pro 2003**	Konami
9	**RE: Outbreak**	Capcom
10	**Taiko no Tatsujin 3**	Namco

Top 10 BLOCKBUSTER Rentals



1	**True Crime (PS2)**	Activision
2	**DBZ: Budokai 2 (PS2)**	Atari
3	**Tony Hawk's UG (PS2)**	Activision
4	**Max Payne 2 (PS2)**	Rockstar
5	**Manhunt (PS2)**	Rockstar
6	**Mario Kart: DD!! (GC)**	Nintendo
7	**MOH: RS (PS2)**	EA
8	**WWE SD!: HCTP (PS2)**	THQ
9	**Madden NFL 2004 (PS2)**	EA
10	**Simpsons: Hit & Run (PS2)**	VUG

SOURCE: BLOCKBUSTER, WEEK ENDING DEC. 28, 2003

Top 10 Sales, All Systems

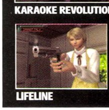
1	**NFSU (PS2)**	EA
2	**DBZ: Budokai 2 (PS2)**	Atari
3	**True Crime (PS2)**	Activision
4	**FF X-2 (PS2)**	Square Enix
5	**Madden NFL 2004 (PS2)**	EA
6	**NFSU (XB)**	EA
7	**Tony Hawk's UG (PS2)**	Activision
8	**SOCOM II (PS2)**	SCEA
9	**MOH: RS (PS2)**	EA
10	**GTA Combo Pack (XB)**	Rockstar

Trend Spotter: Headsets

Who would've thought gamers would like to talk to each other? Smart companies, that's who! Check out these games people are playing that are just chock-full of headset goodness!

KARAOKE REVOLUTION

SOCOM II



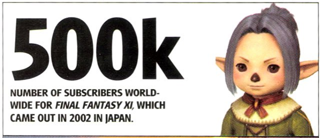
LIFELINE

MANHUNT

TELEMARKETING

Welcome to the Interweb!

There's a lot of people partaking in the wonderful world of online play.

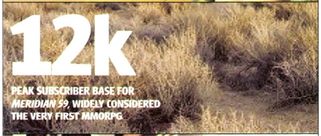


500k

NUMBER OF SUBSCRIBERS WORLDWIDE FOR *FINAL FANTASY XI*, WHICH CAME OUT IN 2002 IN JAPAN.

500k

NUMBER OF PEOPLE ADDICTED TO *EVERQUEST*, WHICH HAS BEEN AROUND SINCE 1999.



12k

PEAK SUBSCRIBER BASE FOR *MERIDIAN 59*, WIDELY CONSIDERED THE VERY FIRST MMORPG

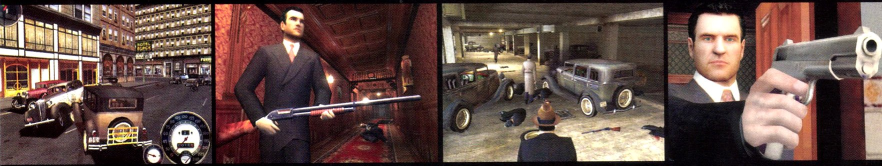
4 mil.

ASTOUNDING NUMBER OF PEOPLE PLAYING *LINEAGE*, A KOREAN MMORPG

SOURCES: SQUARE ENIX, SONY ONLINE ENTERTAINMENT, GAMESPY, AND NCSOFT.

MAFIA™

JOIN THE FAMILY



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MATURE 17+ M CONTENT RATED BY ESRB

Blood
Violence

illusion™ softworks

PC CD-ROM SOFTWARE

PlayStation®2

XBOX

GATHERING

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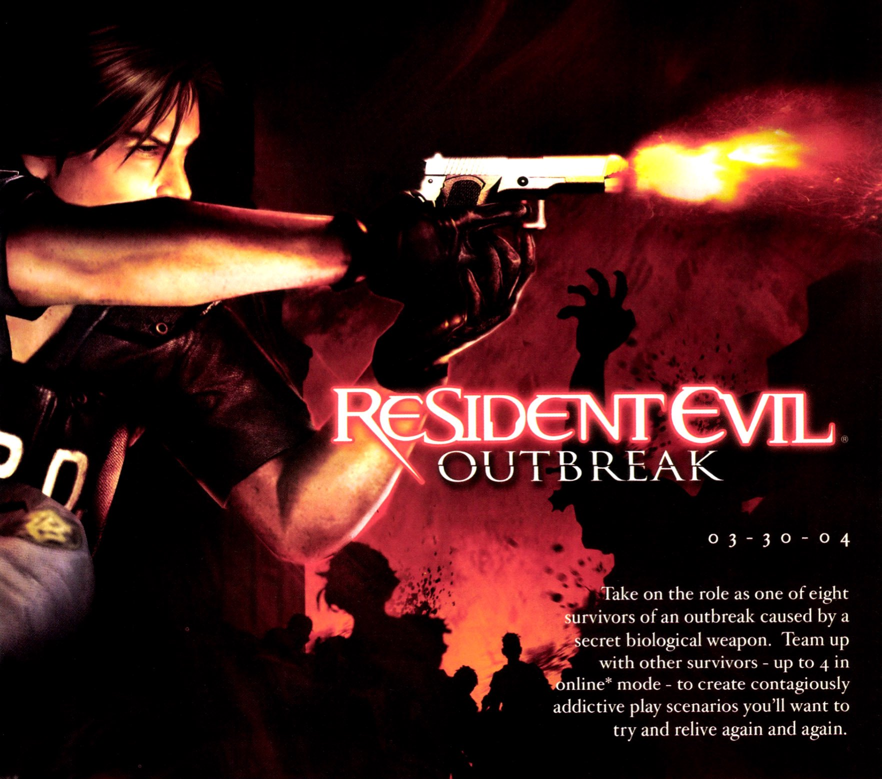
AROUND EVERY CORNER...
BEHIND EVERY DOOR...
DEEP IN EVERY SHADOW...
TERROR WAITS.
MATURE 17+
M
CONTENT RATED BY ESRB
Blood and Gore
Intense Violence
ONLINE
BROADBAND ONLY
www.residentevil.com



RESIDENT EVIL®
OUTBREAK

03-30-04

Take on the role as one of eight survivors of an outbreak caused by a secret biological weapon. Team up with other survivors - up to 4 in online* mode - to create contagiously addictive play scenarios you'll want to try and relive again and again.

PlayStation®2

*Broadband play only with network adapter

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PREVIEWS

Brains!
Brains!

THIS ISSUE

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RESIDENT EVIL
OUTBREAK

Survival horror goes online

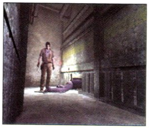
"We're trying to project a new type of fear that has not been seen in *Resident Evil* to this point," says Eiichiro Sasaki, director at Capcom's Production Studio 1, about *Outbreak*. And whether you choose to go offline with A.I. help or online with up to three other Raccoon City natives, what we've played of the game gives promise to his words.

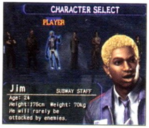
First and foremost, unpredictability plays a huge role in *Outbreak*. Unlike past *Evils*, zombies appear completely at random—one time they could start stalking you in the adjacent room, while another time, minutes may pass before you see one, even if you use the same scenario. You're also randomly placed each time you play, which may or may not mean there's assistance nearby. Speaking of which, since every person plays differently, you have no idea how others may act in online games. Will they help or slack? Be a team player or go out on their own?

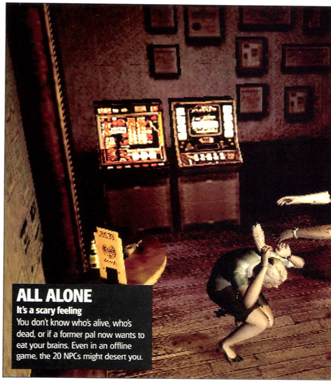
Interestingly, Sasaki freely admits to the antiquated gameplay of past games of the series. "The limits slapped you in the face," he says. "But in this game, you have to figure everything out for yourself." In other words, don't go looking for a dove key to fit in the dove door—you have to put real thought into solving *Outbreak*'s puzzles. Even the control scheme sees an upgrade, adapting a welcome *Devil May Cry* style.

If anything worries us, it's communication. Offline or on, you can only use four phrases, an intentional device implemented to make the game scarier and deter moronic babbling. But will it affect teamwork?

Publisher: Capcom **Developer:** Capcom **Release Date:** March 30




CHARACTER SELECT
PLAYER
Jim
SUBWAY STAFF
Age: 24
Height:176cm Weight: 70kg
He will rarely be attacked by enemies.



ALL ALONE

It's a scary feeling

You don't know who's alive, who's dead, or if a former pal now wants to eat your brains. Even in an offline game, the 20 NPCs might desert you.

68 TANNER

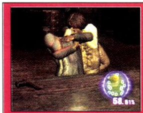
The wheelman
Back again in *DRIV3R*.

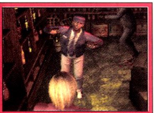
70 FRAN

The bunny girl
Her butt's in *Final Fantasy XII*.

73 SOME GUY

His name? Who cares?
He's in *Seven Samurai 20XX*.

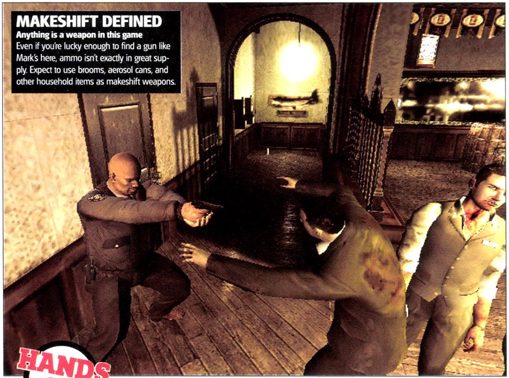




THAT WHOLE "BECOMING A ZOMBIE" THING

Finally, a clarification on what happens when you die online

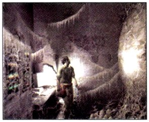
Outbreak was announced about two years ago—ever since then, we've known that dying in an online game turns you into a zombie, which in turn pits you against former comrades. But only now do we fully understand how it works: Basically, once your infection meter hits 100 percent, you *do* join the undead, and you command a zombified, intentionally hard-to-control version of your character (check out the before-and-after shots of Jim above). However, so as to prevent people from dying intentionally just to be a zombie, this only lasts for a few minutes. Then you have to wait until the next game in order to play again.

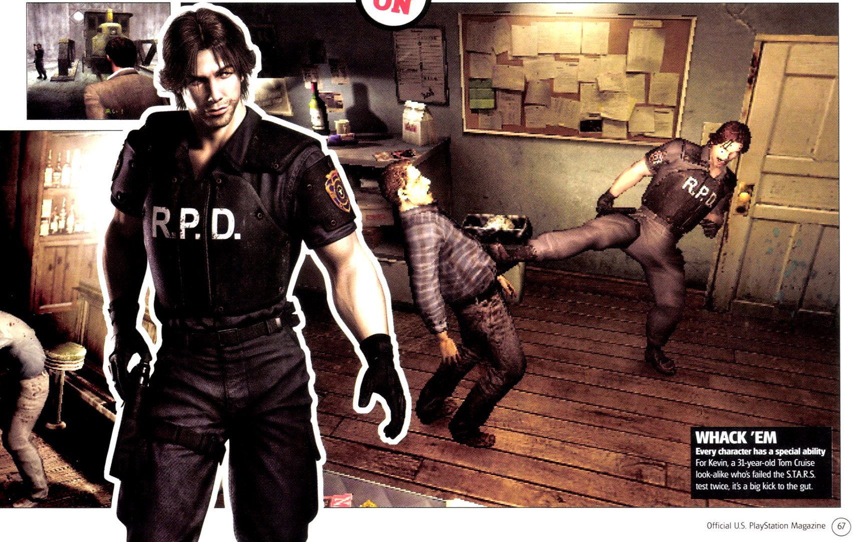


MAKESHIFT DEFINED

Anything is a weapon in this game

Even if you're lucky enough to find a gun like Mark's here, ammo isn't exactly in great supply. Expect to use brooms, aerosol cans, and other household items as makeshift weapons.





WHACK 'EM

Every character has a special ability

For Kevin, a 31-year-old Tom Cruise look-alike who's failed the S.T.A.R.S. test twice, it's a big kick to the gut.

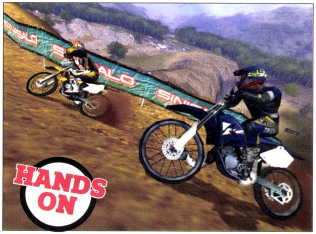
MTX: MOTOTRAX

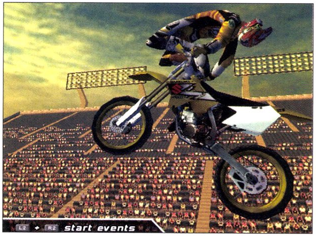
Tearin' it up

Ever heard of *Excitebike 64*? Well, the same development studio that successfully resurrected Nintendo's popular motocross series for N64 is working on *MTX: Mototrax*. The game comes packed with all sorts of features related to the sport, including some of its real-world stars, like cover-boy Travis Pastrana. There's also a full career mode in which you can earn new racing gear and performance upgrades by competing in different types of motocross events, such as freestyle and supercross. The trick system is straightforward enough that you can jump right into these events with few problems.

If you ever get bored with any of the prefabricated tracks in the game, you can visit the track editor and create your own course with all the jumps, twists, and turns you want. When you're done, give it a quick test run to make sure it feels just right.

Publisher: Activision **Developer:** Left Field Productions **Release Date:** March





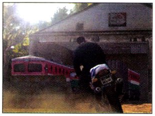
DRIV3R

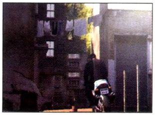
Get it?!? The 3 looks like an E!

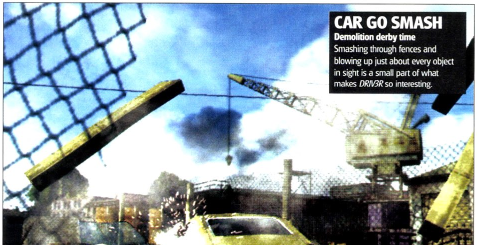
From Miami to Nice and Istanbul, *DRIV3R* treks you around the world to put the brakes on an evil crime organization. Reflections has modeled more than 150 miles' worth of road for *DRIV3R* as part of its design goal to once again emphasize high-speed chases for the *Driver* series. You have access to a variety of cars and motorcycles, but also look out for boats and even massive 18-wheelers to drive and smash into thousands of pieces during a pursuit.

Getting through the game demands more than just driving with reckless abandon to stop criminals, though. Some of the 37 missions require you as Tanner to step out of a vehicle and unload on enemies with pistols, Uzis, grenade launchers, assault rifles, and shotguns using standard first-person-shooter controls. Just be careful not to shoot an innocent bystander casually strolling by on the sidewalk.

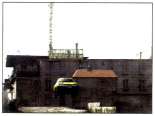
Publisher: Atari **Developer:** Reflections **Release Date:** March







CAR GO SMASH
Demolition derby time
Smashing through fences and blowing up just about every object in sight is a small part of what makes *DRIV3R* so interesting.



FUN WITH ANAGRAMS
Gran Turismo = A Mog runt, sir.
Also: I turn. Orgasm.

GRAN TURISMO 4

A bunch of things you need to know about it

We've been covering *Gran Turismo 4* for months and months now, and we still can't tell you the one thing you probably want to know the most: its release date. Current guesses have it in stores in Japan this summer, with a U.S. release hopefully coming soon after. Satisfied? No, we didn't think you would be. While you sit around waiting for it, enjoy the following facts.

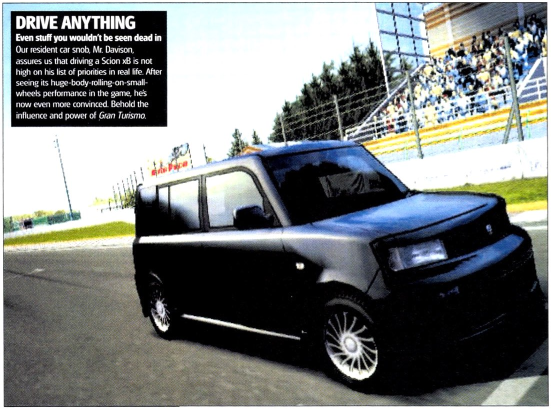
- *GT4* features 100 different tracks, including an awesome re-creation of parts of New York City.
- Polyphony Digital promises 500 cars for the final game. This includes two Nissan racing-division cars, the Nismo 350Z and the Skyline 350GT (sold in the United States as the Infiniti G35 coupe). Both were designed specifically for the game but have actually since gone into production in Japan, and they feature original body kits designed just for the game.
- The force-feedback system employed through the new Logitech Driving Force Pro wheel feels much more aggressive than in the previous version. Hit a pothole in the NYC track, and it shakes your arms hard.
- Many of the "classic" cars in the game are based very specifically on real vehicles. The Polyphony Digital team visited owners and digitized every facet of their vehicles, right down to the license plate.
- In keeping with Kazunori Yamauchi's insistence on trying to simulate every car on earth, *GT4* features some unlikely rides, including minivans.
- There are three camera views now, the extra view slightly elevated from the external view you're used to.
- The crowds at the side of the road are animated, but they look like relatives of PaRappa when you get up close to them.
- Backgrounds are now photographs, so levels like the Grand Canyon look spookily realistic.
- The recently released Japanese "demo" version of the game, *GT4: Prologue*, will very likely never be released here in the United States.

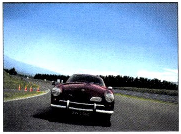
Publisher: Sony CEA **Developer:** Polyphony Digital **Release Date:** Late summer? Early fall? Who knows?

DRIVE ANYTHING

Even stuff you wouldn't be seen dead in

Our resident car snob, Mr. Davison, assures us that driving a Scion xB is not high on his list of priorities in real life. After seeing its huge-body-rolling-on-small-wheels performance in the game, he's now even more convinced. Behold the influence and power of *Gran Turismo*.





ASKA
SHE'S THE ARTISTIC TYPE.
THOUGH HER ARTS ARE PURELY MARTIAL.
CY GIRLS
09:27:36

Not very manly, but hey...

OVERHEARD
"Does he have a butt fetish?" —A Japanese reporter at the Square Enix presentation for *FFXII*, in reference to character designer Akihiko Yoshida.

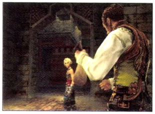
FINAL FANTASY XII

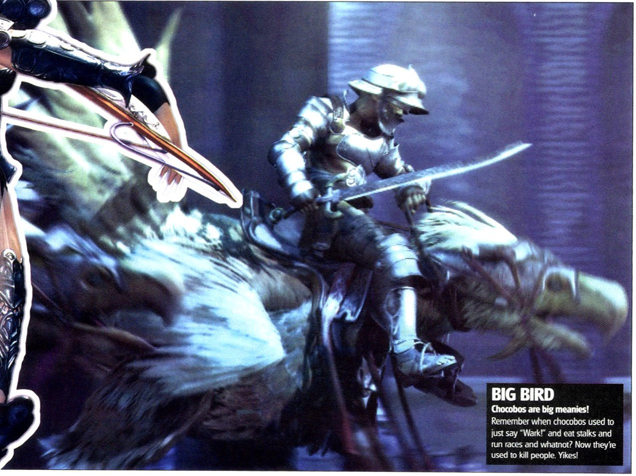
Bunny girls and pretty boys

As awesome as the game sounds so far (with the team behind *Final Fantasy Tactics Advance* behind it), Square has offered few details about *Final Fantasy XII*. Then again, with the game coming out in Japan this summer (which likely translates into an early 2005 release date in the States), they have plenty of time to talk.

Last month, we revealed the two main characters: the effeminate Vaan and princess Ashe. Recently, Japanese press has confirmed the names and roles of two other characters: Fran and Balflear (those are the Japanese names—who knows what their names will be in the American version). Fran is a viera (a literal bunny girl) and Balfear is a good ol' fashioned gunslinging human. Director Yasumi Matsuno has hinted that the final cast of characters is even larger and that gamers might be surprised by the battle system when it's finally unveiled.

Publisher: Square Enix **Developer:** Square Enix **Release Date:** 2005

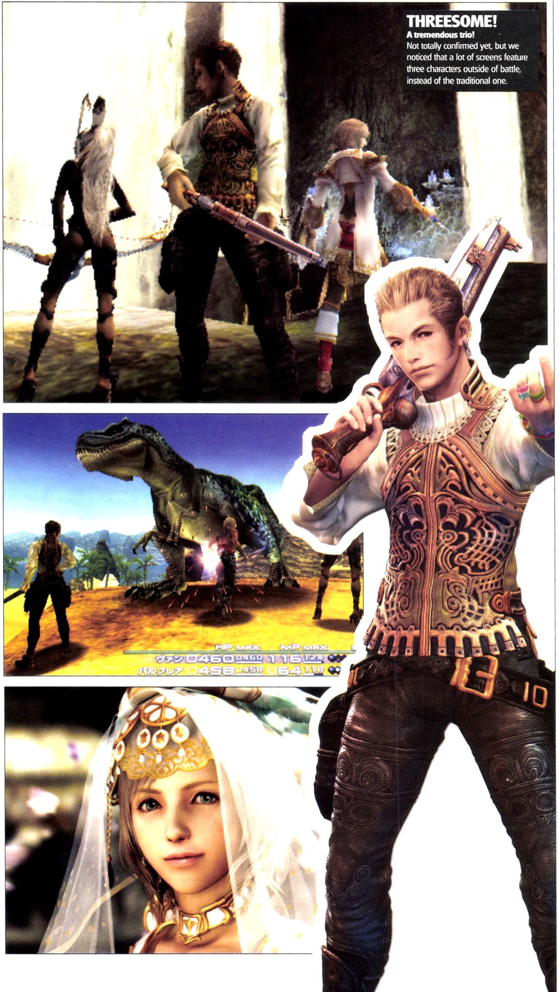




BIG BIRD

Chocobos are big meanies!
Remember when chocobos used to just say "Wark!" and eat stalks and run races and whatnot? Now they're used to kill people. Yikes!

279 Number of results found on a Google.com image search for "bunny girl." Interestingly, none of the images are straight porn.


HP MAX MP MAX
ヴァン 0460 0460 116 124
バルフレア 0458 458 64 118

THREESOME!

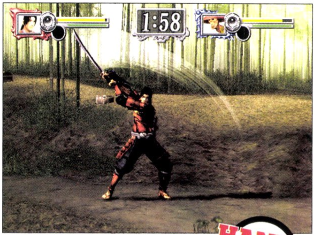
A tremendous trio!

Not totally confirmed yet, but we noticed that a lot of screens feature three characters outside of battle, instead of the traditional one.

ICE
SHE'D LOVE TO
TAKE YOU OUT.
FROM 20 METERS.
CY GIRLS
07:18:54

Slice like a ninja, cut like a razorblade.

NOT BE CONFUSED WITH... *Nightshade* is also the title of a pretty good detective game released for NES in 1992.



ONIMUSHA BLADE WARRIORS

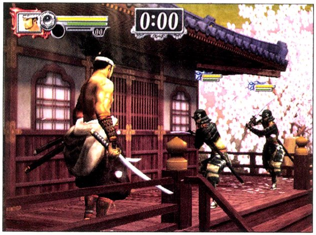
HANDS ON

Because demons have feelings, too

Yeah, it's always fun to play the role of a samurai, ridding the world of demons and other such nasty creatures with your trusty sword and magic gauntlet. But has anyone thought about the demons and their feelings? Fortunately for them, *Onimusha: Blade Warriors* gives you a chance to fight not only as all of the major characters from the original *Onimusha* and its sequel, but also as different types of the countless demons that have fallen to Samanosuke and Jubei.

Combat is somewhat similar to that in previous games, but the action takes place in a series of small environments divided by several tiers, forcing you to hop from one to the next to defeat all the enemies. Secondary weapons and magic items further help you get the job done.

Publisher: Capcom **Developer:** Capcom **Release Date:** March



NIGHTSHADE

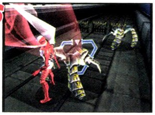
HANDS ON

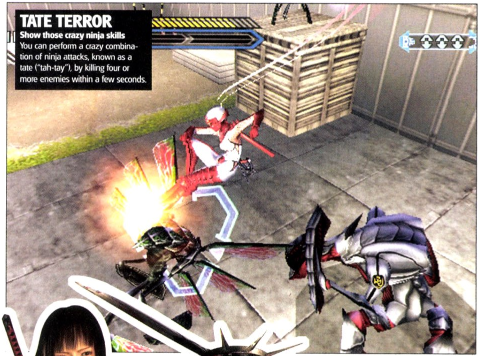
A whole new she-nobi

The semisequel to Sega's crazy ninja actionfest *Shinobi* is just about done. Aside from the change to a female ninja as the hero, the differences between *Nightshade* and its predecessor are pretty apparent from the beginning. The much larger levels that compose most of *Nightshade* allow for greater exploration into hidden areas, where energy and other power-ups reside. But in most cases, you still have to kill all of the enemies or destroy certain objects to progress from one section of the level to the next.

While it's not necessarily as difficult as *Shinobi*, *Nightshade* still offers a substantial challenge for veteran ninjas. Enemies come at you from just about every possible direction, and most of the bosses still have those cleverly hidden weak spots, which make them incredibly difficult to beat at times. Look for a review of *Nightshade* next month.

Publisher: Sega **Developer:** Sega Wow **Release Date:** February

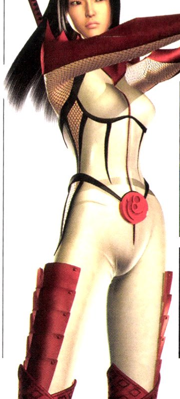


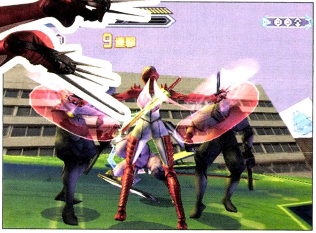


TATE TERROR

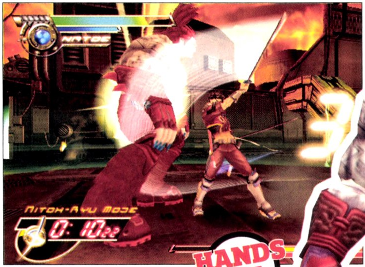
Show those crazy ninja skills

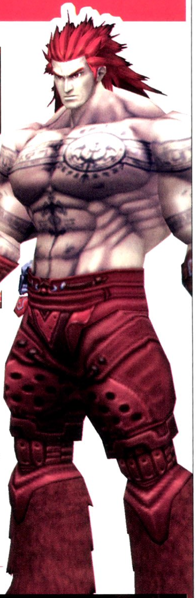
You can perform a crazy combination of ninja attacks, known as a tate ("tah-tay"), by killing four or more enemies within a few seconds.





DID YOU KNOW?
20XX isn't the first reimagining of *Seven Samurai*. That would be the 1960 western, *The Magnificent Seven.*





HANDS ON

SEVEN SAMURAI 20XX

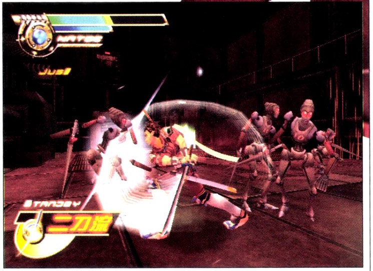
Samurai from the future

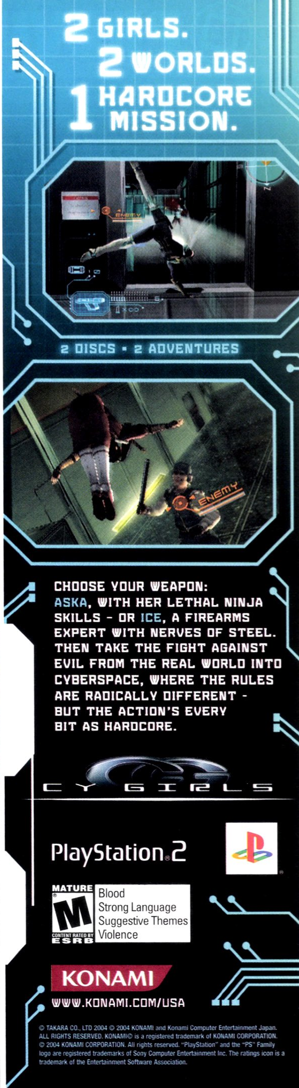
Though hardly bearing any resemblance to the Akira Kurosawa classic film, *Seven Samurai 20XX* actually does share its general story line. You encounter a diverse cast of characters and even become part of re-created movie scenes, like the bandits' assault on the town you've sworn to protect. Many of the cut-scenes also come directly from the movie—they just happen to take place in the future.

Samurai's straightforward beat-'em-up gameplay involves executing everything from basic attacks to combos with a single button. After a special move meter charges, you attack more quickly and inflict greater damage. A cool *Matrix*-style camera rotates around your character when you've performed a devastating move.

Our preview build of the game has a few problems, particularly with slowdown when too many enemies are onscreen at once, but hopefully all of that will be tweaked before the final North American release.

Publisher: Sammy **Developer:** Dimps **Release Date:** March




2 GIRLS.
2 WORLDS.
1 HARDCORE MISSION.

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CHOOSE YOUR WEAPON: ASKA, WITH HER LETHAL NINJA SKILLS - OR ICE, A FIREARMS EXPERT WITH NERVES OF STEEL. THEN TAKE THE FIGHT AGAINST EVIL FROM THE REAL WORLD INTO CYBERSPACE, WHERE THE RULES ARE RADICALLY DIFFERENT - BUT THE ACTION'S EVERY BIT AS HARDCORE.

CY GIRLS

PlayStation 2

MATURE M CONTENT RATED BY ESRB
Blood
Strong Language
Suggestive Themes
Violence

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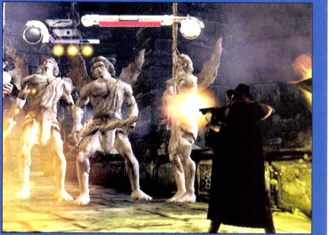
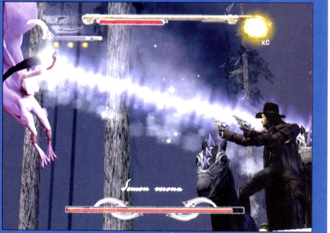
WHEE-oooo.
WHEE-oooo. Now
that's a siren.

5/7 Release date of Universal Pictures' *Van Helsing* to a theater near you.

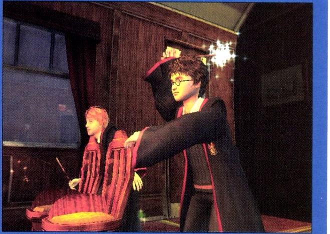




VAN HELSING

Long before Dante started hunting demons, there was Dr. Van Helsing, vampire hunter. Coinciding with the Hugh Jackman movie of the same name, this game's plot is set both before and in between scenes from the movie. Expect third-person mayhem with monsters, Gatling guns, swords, and Van Helsing's nifty pointy hat. Classic characters such as Dracula, the Wolfman, and Mr. Hyde serve as bosses.

Publisher: Vivendi Universal **Developer:** Saffire Studios **Release Date:** May



HARRY POTTER AND THE PRISONER OF AZKABAN

With the movie based on the third *Harry Potter* book due out this summer, is it really a surprise that EA has a game scheduled to arrive at about the same time? In *Prisoner of Azkaban*, you play as not only Harry, but also Ron and Hermione as they take on the threat of Sirius Black and the Dementors, evil guards of the Azkaban prison for wizards.

Publisher: EA Games **Developer:** EA U.K. **Release Date:** Spring

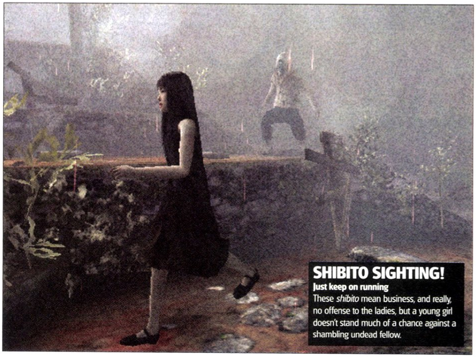
SIREN

Psychologically spooky

Voilà, another survival-horror game! Except, rather than focusing on killing zombies left and right, *Siren* aims a little more toward psychological horror (which makes sense considering its director, Keiichiro Toyama, headed the original *Silent Hill*). It's already spooked a lot of kids in Japan, and Sony is bringing it stateside.

Siren focuses on a single village in the mountains and the bad things that happen there. The village is filled with *shibito* (the living dead, according to Japanese folklore), and you play as 10 different characters over the course of three days. Besides the general goal of "figure out what happened and survive," the main gameplay feature for *Siren* is "sightjacking," which lets you temporarily see through the eyes of any *shibito* in the area. Oh, and the siren itself? It attracts *shibito*. Still no word on if it actually does anything worthwhile for you.

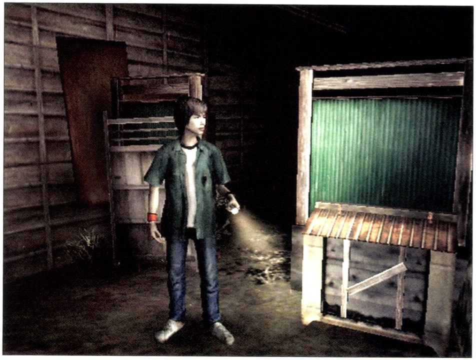
Publisher: Sony CEA **Developer:** Sony CEI **Release Date:** Spring



SHIBITO SIGHTING!

Just keep on running

These *shibito* mean business, and really, no offense to the ladies, but a young girl doesn't stand much of a chance against a shambling undead fellow.



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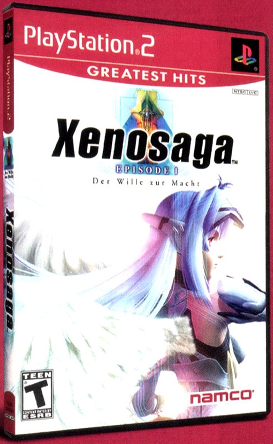
"...an interstellar otherspace opus of the most magnificent kind..."
~GamePro, 4.5 out of 5

"...one of the coolest stories you'll encounter..."
~Official PlayStation Magazine, 4 out of 5



"...Xenosaga is to video games as the original Star Wars is to movies."
~GMR, 9 out of 10

"Xenosaga is truly a triple-A title..."
~Game Informer, 9.75 out of 10

"Calling this game epic would be an understatement."
~IGN

namco-xenosaga.com

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TEEN
T
CONTENT RATED BY ESRB
Blood and Gore
Violence

PlayStation 2

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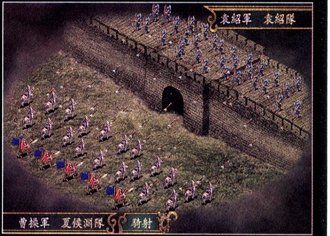
What if mechs ruled ancient China? Think about it.

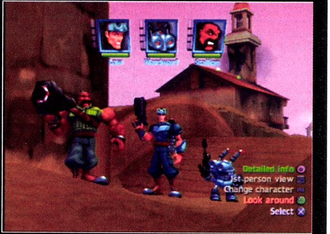
FRONT MISSION ONLINE TRAILER?
It's been reported that a trailer for *Front Mission Online* is part of the *Front Mission 4* package. Cool!


袁紹軍 袁紹隊
曹操軍 夏侯淵隊 騎射

ROMANCE OF THE THREE KINGDOMS IX

Finally, a *Romance* game that looks like it was made for PlayStation 2! Besides the snazzier graphics, the biggest change to the franchise is that it immediately places you as Ruler, putting you at the very top and making you focus on both empire building and military affairs. Plus, you can import saved game data from *Dynasty Warriors* or *Dynasty Tactics* to create special officers for recruitment!

Publisher: Koei **Developer:** Koei **Release Date:** February


Detailed info
1st-person view
Change character
Look around
Select

FUTURE TACTICS: THE UPRISING

Haven't saved the world from aliens lately? Just wait for *Future Tactics*, Crave's next turn-based tactical RPG. This time around, you're a young boy who battles his way through 19 levels of story mode, or you can play against a friend in two-player battles. And for all you budding demolition experts, the game promises "massively deformable" terrain—so get ready to start blowing things up.

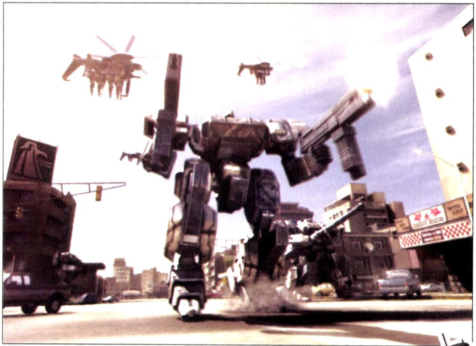
Publisher: Crave **Developer:** Crave **Release Date:** March

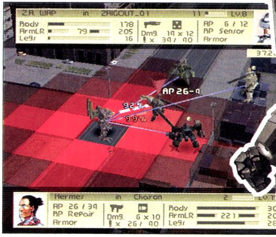
FRONT MISSION 4

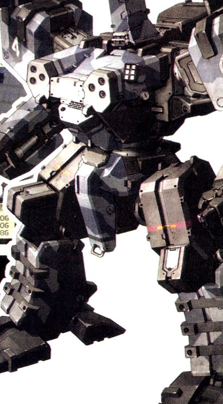
New screens, because we love you

Sometimes, when we get new screens for a game we know very little about beyond the basics (i.e., it's another futuristic tactical-strategy RPG where you earn experience points to buy upgrades for your mechs), we just have to show 'em to you. So...here you go.

Publisher: Square Enix **Developer:** Square Enix **Release Date:** 2004




ZA WAP in ZAIGOUT_01 11 LV.8
Body 178
ArmLR 79 205
Legs 16
Dmg. 19 x 12
x 39/40
AP 6/12
BP Sensor
Armor
AP 26-4
92%
99%
Hermes in Charon 2
AP 26/39
BP Repair
Armor
Dmg. 6 x 10
x 26/40
Body 306
ArmLR 221 206
Legs 286



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MAXIMO IS BACK AND THIS TIME IT'S WAR.

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TEEN
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CONTENT RATED BY ESRB
Animated Blood
Violence

PlayStation®2

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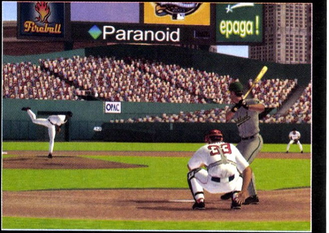
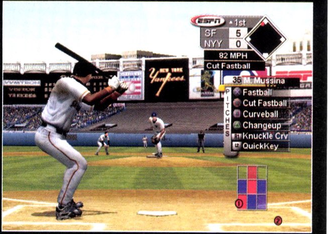
IT'S ABOUT FREAKIN' TIME!
Finally, publishers have bothered to put versus modes online for baseball. Even better, this includes *all* titles!

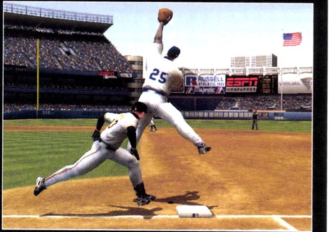


MLB 2005

So, what about *MLB 2005* might keep it from getting lost among the other—let's be frank—more anticipated upcoming baseball games? The all-new franchise mode could be the most promising feature, as you control every aspect of owning a club, from player deals to TV contracts to determining promo nights. Spring training returns, too, as part of career mode, where you guide a single player from A-level to the Show.

Publisher: Sony CEA **Developer:** 989 Studios **Release Date:** March





ESPN MAJOR LEAGUE BASEBALL

Unfortunately, Sega wasn't able to get us a playable of its first baseball game branded with the ESPN name. We have big hopes for it, though, as it placed second only to *High Heat* last year in the race for best game of the genre—and there won't be a *High Heat* PS2 game ever again. The upped ESPN presentation you've seen in other sports games should be great, as should the play-by-play of Jon Miller and Karl Ravech.

Publisher: Sega/ESPN Videogames **Developer:** Visual Concepts **Release Date:** March

MVP BASEBALL 2004

HANDS ON

The early season favorite

We've played quite a bit of EA's next baseball game. And we like it. A lot. *MVP Baseball 2004* further builds on the solid foundation laid by last year's debut of the EA franchise, keeping what made it work and adding several new subtle—yet notable—gameplay tweaks that could make it stand out from the pack.

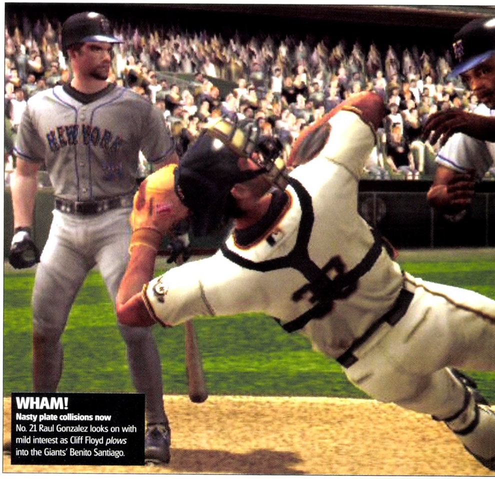
Like last year, you won't find a meter-based pitching method like *MVP*'s anywhere else. It returns and remains as fun as ever. You'll also see more great graphics—everything from accurate player models to unique batting stances. You may even see a batter charge the mound!

When it comes to hitting and fielding, though, expect some touch-ups. In the batter's box, pressing up or down used to mean fly ball or grounder, respectively; now, it controls where you swing—which in turn affects where the ball goes (and adds substantial challenge). In the field, a power meter now accompanies your throws: The further it goes, the stronger your toss...but it's also less accurate.

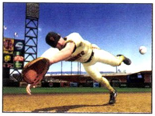
The right analog stick has a much larger role this time. Use it to dive for fly balls (something you couldn't even do last year) and control your slides (risking injury at the same time), among other things.

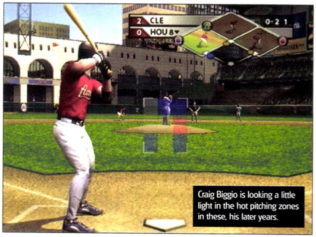
Throw in a deep franchise mode anchored by AA and AAA squads (see sidebar below) and we are *so* there.

Publisher: EA Sports **Developer:** EA Canada **Release Date:** March



WHAM!
Nasty plate collisions now
No. 21 Raul Gonzalez looks on with mild interest as Cliff Floyd *plows* into the Giants' Benito Santiago.

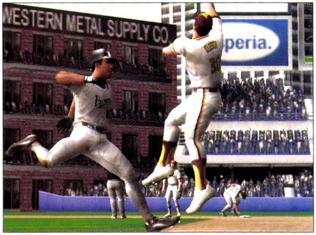


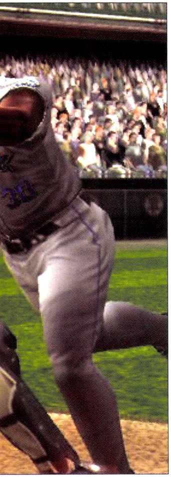


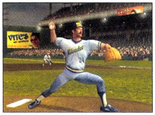
Craig Biggio is looking a little light in the hot pitching zones in these, his later years.

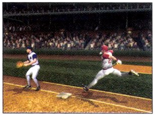
1/15 The cutoff date for accurate rosters in *MVP 2004* (and similar for other games, most likely). Luckily, all games allow you to download updates.

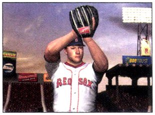
THE BIG QUESTION When *ESPN MLB* needs a year next to its title next time, will it smartly use the current year like EA or unintelligibly leap ahead one like 989 and Acclaim?

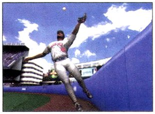


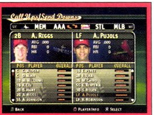








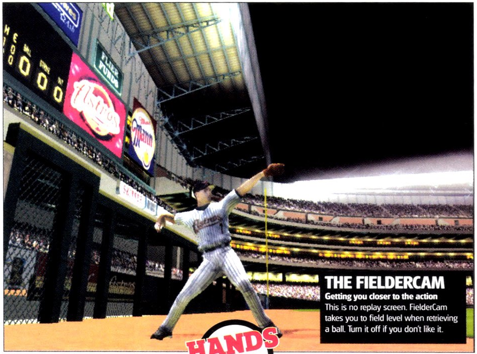




TO THE MINORS!

You've never seen this many teams in a baseball game

Because all those Carolina Mudcats and Montgomery Biscuits fans demanded it (or, more likely, because it's a cool way to add another 60 teams into the game), *MVP* includes the AAA and AA farm clubs of all 30 MLB squads. Even better, the game's franchise mode allows you, as the owner, to make all the moves, including calling up chumps from the minors to replace anyone you want—even cover boy Albert Pujols (above right).



THE FIELDERCAM

Getting you closer to the action

This is no replay screen. FielderCam takes you to field level when retrieving a ball. Turn it off if you don't like it.

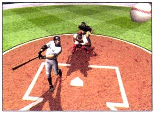
HANDS ON

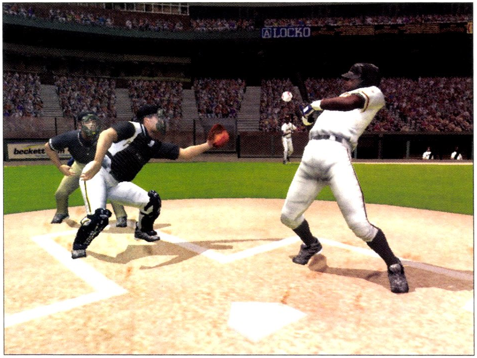
ALL-STAR BASEBALL 2005

The veteran series returns for more

All-Star Baseball is to videogames what the Yankees are to baseball. Both hang their star power on Derek Jeter. Both were great in the late '90s but aren't quite so dominant now. Both have exciting additions that could put them back at the top in 2004. Our early version of *ASB 2005* nicely showcases the game's new FielderCam, which places the camera behind the appropriate fielder in an effort to put gamers "on the field." It might sound like a small presentation item, but it's actually quite a boon to the genre. Other than that, though, it seems like the same ol' thing (for better or for worse). We'll just have to wait and see if it's enough to make *ASB 2005* the "diamond of the diamond" this year.

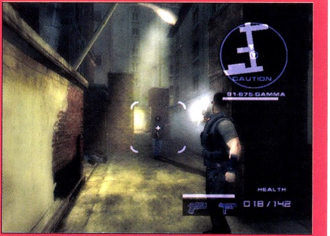
Publisher: Acclaim **Developer:** Acclaim Austin **Release Date:** February





Did you ever see *Spies Like Us?* Funny flick.

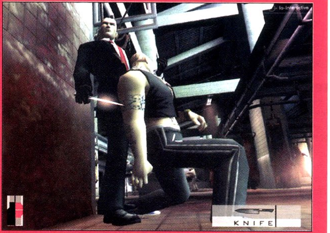
www.headhunter.com
This URL leads to CareerBuilder.com. For some reason, Jack Wade is nowhere to be seen there.

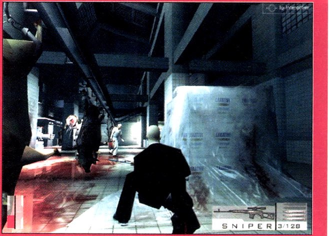


HEADHUNTER: REDEMPTION

Yeah, the folks at Sega have been telling us for nearly a year now that Jack Wade is back in the sequel to *Headhunter*—but only now do we actually believe them. Here's our first screen of the derivative yet likeable badass, looking especially...stout. It's 20 years after the first game, and the Bloody Mary virus has made the world a sucky place to live. It's up to Jack and partner/previous screenshot star Leeza X to save it.

Publisher: Sega **Developer:** Amuze **Release Date:** Spring





HITMAN: CONTRACTS

Now that no one cares about *Tomb Raider* anymore, it's a good thing Eidos has a thriving franchise like *Hitman* on its hands. The third game in the series (second on consoles) follows Agent 47 around the world starting in Paris, where baldie finds himself wounded and trapped in a deadly situation. (We're pretty sure you can bust him out of it, though.) The game also promises to be the darkest, most disturbing entry to the series.

Publisher: Eidos **Developer:** Io Interactive **Release Date:** Spring

SPY FICTION

Private spies–they're watching you!

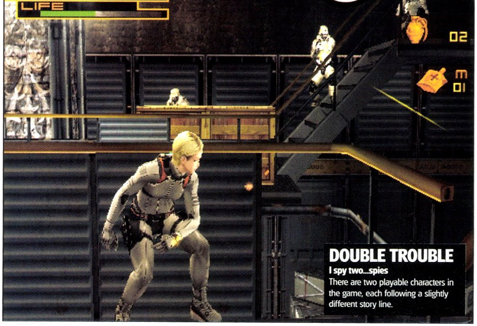
Not unlike superspy James Bond, the two playable characters in this Sammy stealth-action game have access to a fairly large inventory of special items and gadgets to use on their mission to shut down an international terrorist organization. But not even good ol' 007 has ever had anything as cool as a full camouflage suit that masks his position while he holds completely still.

And that's not the only cool item in *Spy Fiction*. For instance, a special camera lets you take a picture of any enemy in the game for the purpose of assuming their identity. Problem is, you need to get a clean shot from the front, otherwise you'll end up missing parts of the uniform or other identifiable marks that'll blow your cover. This feature plays a major role in the game and even factors into the story line early on during a boss confrontation. Cool!

Publisher: Sammy **Developer:** Access Games **Release Date:** March

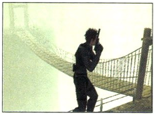
HANDS ON

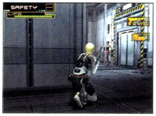
SAFETY
LIFE

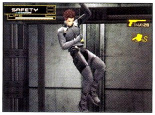


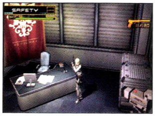
DOUBLE TROUBLE
I spy two...spies
There are two playable characters in the game, each following a slightly different story line.

SAFETY
LIFE
WANTED
079%









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Do you think a female ninja goes on many dates?

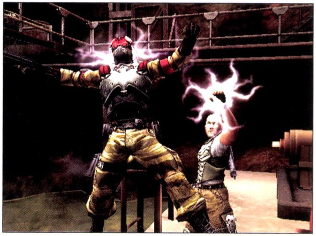
www.blueboxtoys.com/bbi/cygirls
Cy Girls used to be toys before their PS2 debut. You can check out these groovy ladies yourself on this website!

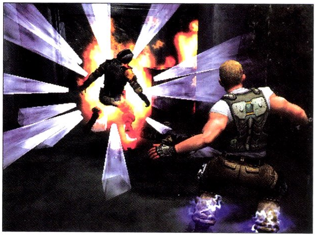
PSI-OPS
THE MINDGATE CONSPIRACY

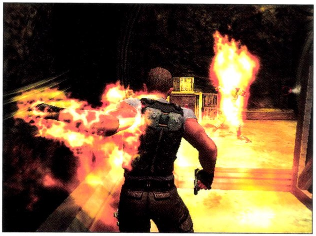
It's all in your head

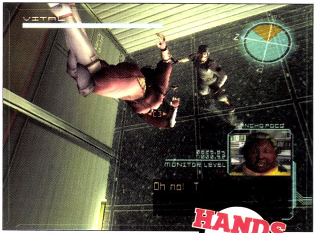
We've told you how promising *Psi-Ops* seems, due largely to the wide-openness of your actions thanks to Nick Scryer's six psionic powers. Here's a rundown of each and what it can do: 1) **Telekinesis** allows you to pick up people and objects and throw them in any direction. 2) **Pyrokenisis** lets you throw fire at your foes—think Drew Barrymore in *Firestarter*. 3) Use **mind control** to step into an enemy's head and go places only a soldier such as he can go. Or just use him to blast at other dudes near him until he dies. 4) With **remote viewing**, you can see what lies ahead before it's in your field of vision. 5) Regain psi power by **mind draining** enemies from behind. Kill them in the process. 6) Finally, check out invisible clues by using **aura view**.

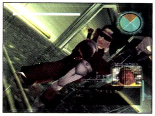
Publisher: Midway **Developer:** Midway **Release Date:** May











HANDS ON

CY GIRLS

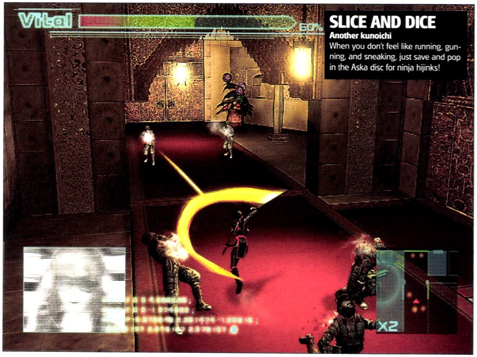
Metal Gear: The X Chromosome Edition

We still don't know how the ninja Aska connects with Ice, the hacker/gunner chick, but *Cy Girls* looks to be a solidly playable *Metal Gear Lite* with a dash of ninjitsu thrown in.

You may have played part of Ice's quest on our November demo disc. Her role is the *Metal Gear* half; she sneaks around, using her neat heads-up display to identify and target enemies. Besides all her shooting, Ice also solves some rudimentary puzzles and occasionally jumps into cyberspace (which looks trippy and uses quirky button combinations for tasks like "download" or "break program").

The Aska half pretty much plays like a straight-up ninja game, with stealth, swords, and even acrobatics. Why she's going into a castle is anybody's guess, but since she plays so differently than Ice, *Cy Girls* is almost literally two games in one.

Publisher: Konami **Developer:** Konami Japan **Release Date:** March



SLICE AND DICE

Another kunoichi

When you don't feel like running, gunning, and sneaking, just save and pop in the Aska disc for ninja hijinks!

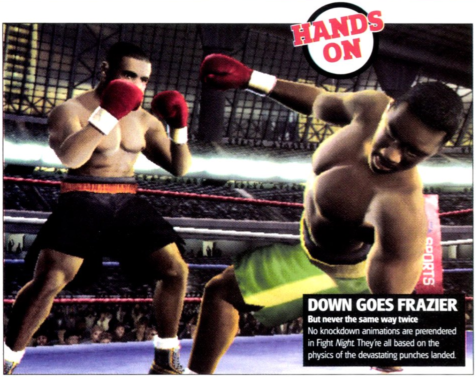
IN MEMORIAM

The life and times of Sancho Poco

Remember that amazingly cool Otacon substitute, Sancho Poco? He's awesome! He's witty! He's helpful!...He's dead! That's right, after the first mission (the demo mission you may have played in November), Sancho gets riddled with bullets. Such great potential, snuffed so early. Alas.

49-1 *Fight Night* coverman Roy Jones Jr.'s record as of November 2003, including an impressive 38 knockouts.

HANDS ON



DOWN GOES FRAZIER
But never the same way twice
No knockdown animations are prerendered in *Fight Night*. They're all based on the physics of the devastating punches landed.

FIGHT NIGHT 2004

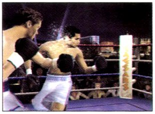
Don't call it a comeback

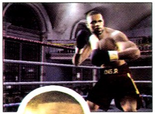
EA Sports has ditched the *Knockout Kings* name and gameplay for the latest entry into its boxing lineup, *Fight Night 2004*. Interestingly, the game adopts an analog control setup to execute punches—you hardly use the face buttons at all. The left side of the right analog stick controls all the left-handed punches while its other side controls all right-handed blows. Various movements of the analog stick create different hits, ranging from quick jabs to fierce uppercuts.

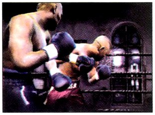
Each weight class forces you to adopt a different strategy. While the bigger heavyweights tend to move much slower and rely on slow but powerful hits to knock out an opponent, the lightweights get the job done with speed and weaker punches.

Fight Night 2004 has online play as well as a career mode, in which boxers make their way from small gyms to huge arenas.

Publisher: EA Sports **Developer:** EA Canada **Release Date:** March



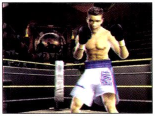


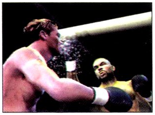


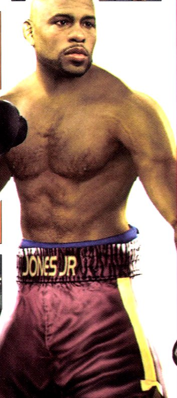
THE PUGILISTS

Some of *Fight Night*'s bigger names

Muhammad Ali
Marco Antonio Barrera
Roberto Duran
Joe Frazier
Evander Holyfield
Roy Jones Jr.
Jake LaMotta
Jessie James Leja
Sugar Ray Leonard
Lennox Lewis
Sonny Liston
Rocky Marciano
Erik Morales
Shane Mosley
Ken Norton
Sugar Ray Robinson
Antonio Tarver
Felix Trinidad







COMING SOON

The latest on what's coming out and when. (Just remember, no release date is ever final!)

FEBRUARY		
AirForce Delta Strike	Konami	Fight with more than 100 planes
All-Star Baseball 2005	Acclaim	Baseball from the future
Bond 007: Everything or Nothing	EA Games	Shannon Elizabeth. Nuff said
Champions of Norrath	Sony Online	The real *Dark Alliance II*?
Corvette	TDK	All things 'Vette
Drift Racer: Kaido Battle	Sammy	Race down a mountain
Headhunter: Redemption	Sega	Jack Wade is back...with help
Ice Nine	BAM	Based on *The Recruit*...sort of
Lupin the 3rd: Treasure...	Bandai	Oh, that wacky Lupin!
MX Unleashed	THQ	Motocross: rainbow style
Nightshade	Sega	She-nobi
Pitfall: The Lost Expedition	Activision	'80s icon Harry lives on
R-Type Final	Fresh Games	Old-school shooting at its best
Rise to Honor	Sony CEA	Jet Li gets his videogame kicks
SNK vs. Capcom: SVC Chaos	SNK	Chaotic cross-company fighting
World Soccer: Winning Eleven 7	Konami	The best soccer game ever?
Wrath Unleashed	LucasArts	Strategy and fighting in one

MARCH		
Alias	Acclaim	Because Jennifer Garner is hot
Black9	Majesco	Sci-fi action-adventure
Crimson Sea 2	Koei	Like a sci-fi *Winback*
Cy Girls	Konami	Based on toys you never had
Drakengard	Square Enix	Second-rate *Dynasty Warriors*
DRIV3R	Atari	Cool gam3, stupid nam3
ESPN Major League Baseball	Sega/ESPN	*World Series* no more
Final Fantasy XI	Sony CEA	The best MMORPG ever?
Firefighter F.D.18	Konami	Fulfill your childhood fantasy
IHRA Drag Racing 2004	Bethesda	Who needs laps?
Lifeline	Konami	Voice-recognizing sci-fi action
Mega Man Anniversary Collection	Capcom	10 *Mega Man* games in one
Micro Mayhem	Jaleco	Micro Machines...that aren't
MLB 2005	Sony CEA	It's 2004 all season, Sony! OK?
MTX: Mototrax	Activision	Motocross gets a shot of O2
MVP Baseball 2004	EA Sports	The preseason favorite
Naval Ops: Commander	Koei	More seafaring strategy
PBA Bowling 2004	Bethesda	Why? Really...
Samurai Warriors	Koei	The dynasty moves to Japan
Seven Samurai 20XX	Sammy	Kurosawa...in the future!
Saturday Night Speedway	Atari	You can even play it on Friday
Showdown: Legends of Wrestling	Acclaim	More than 70 old schoolers
The Suffering	Midway	Survival horror meets *Oz*
Trivial Pursuit Unhinged	Atari	With Whoopi Goldberg!
War Chess	Jack of All	Just like it sounds
The X-Files: Resist or Serve	VUG	Scully and Mulder survive horror

Lifeline

Samurai Warriors

APRIL		
Destruction Derby Arenas	Gathering	Smash 'n' bash some hot cars
Gradius V	Konami	The best-looking 2D shooter ever?
Metal Slug 3	SNK NeoGeo	Another great-looking 2D shooter
NBA Ballers	Midway	One-on-one b-ball...with style
Red Dead Revolver	Rockstar	Long live the Old West
Serious Sam: Next Encounter	Global Star	Not-so-serious $20 online fragfest
Yu Yu Hakusho	Atari	Bless you!

MAY		
Splinter Cell: Pandora Tomorrow	Ubisoft	Sam Fisher returns
Transformers Armada: PTE	Atari	A good *Transformers* game?!
X-Men: Legends	Activision	And a good *X-Men* game too?!?!

CHOOSE**YOUR**OV

FINAL FANTASY XI

VN ADVENTURE

by Joe Rybicki

When Square announced that the next *Final Fantasy* was going to be a massively multiplayer online-only release, reactions were mixed. Diehard fans were incensed and PC gamers were dismissive, but even the most jaded critics sat up and took notice. In the year and a half since *Final Fantasy XI* was released in Japan—and the six months since its PC release here in the United States—the numbers have spoken for themselves. Half a million or so players, playing more than a million in-game characters, have left the game poised to claim the top spot in the online gaming world. Yes, even above *EverQuest*. And it hasn't even come out on PS2 here yet.

But some of the initial reactions were valid. *FFXI* is indeed a major departure for the series. This is a new type of massively multiplayer game, an experiment that could easily have failed. Without question, this is not the *Final Fantasy* you're used to.

FINAL FANTASY XI

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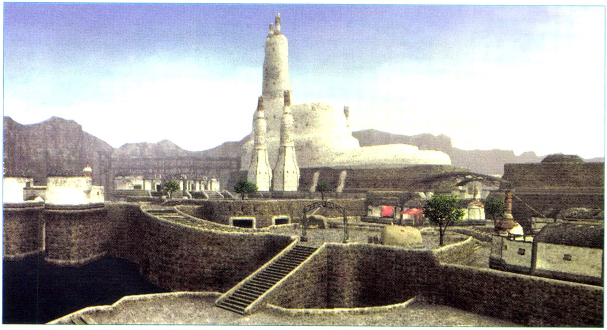

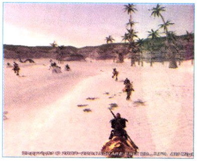

FAMILIAR FACES

But *Final Fantasy XI* is still very much a *Final Fantasy* game. Fans will recognize plenty of elements that will prove heart-warmingly familiar. You won't need to travel far to see your first chocobo, for example; every town has a chocobo stable, where the fleet-footed fowl are available for rental. (Like in any *Final Fantasy*, of course, you won't be able to ride them right from the start. You'll need to complete a special quest at around level 20 to earn your chocobo license.) Similarly, every town has an air travel agency, where players can purchase swift transport via airship between major towns. Airship access is even more elite than chocobo rental, however; only players with a rank of 5 or higher (or a staggering 500,000 gil) will be able to get ahold of a ticket to ride.

You'll see some familiar faces, too. Spend much time in Bastok and you're bound to run into the chief engineer of the Bastok Metalworks, a gruff gent by the name of Cid. If you fall in with a summoner, you'll see fantastic beasts appear out of thin air, creatures with names such as Ifrit, Shiva, and Carbuncle. And no matter where you travel, you'll have access to your Mog House, where your very own friendly moogle will be on hand to attend to tasks such as switching jobs, storing items, and tending your garden. (Yes, you can have a garden if you want, and buy furniture to decorate your Mog House, too.)

These *Final Fantasy* standards may seem only skin-deep, but there's one other major way in which *FFXI* resembles previous games in the series: It has a story.

Few, if any other, MMORPGs have even attempted a story, and none have pulled it off like this game has.

PLOTS WITHIN PLOTS

That may not sound significant, but considering that *FFXI* is a massively multiplayer RPG, it's a very big deal. Few, if any other, MMORPGs have even attempted such a thing, and none have pulled it off like this game has. It may be hard to imagine following a story when you have literally thousands of other people playing along—what if your party members have already seen parts of the story you haven't seen?

The designers of *FFXI* have addressed this dilemma by keeping the story almost completely independent of the massively multiplayer experience. The story is developed through two avenues: quests and missions. Quests are optional assignments given to you by townspeople. They tend to be along the lines of fetching items or performing odd jobs; they generally don't relate directly to the story, but instead provide color and depth to the cities (while rewarding the player with gil and special items). The more quests you complete, the more well known you become among the townspeople. This increased fame opens up some new quests, but more important, it also lowers prices in shops—and increases the amount shopkeepers are willing to pay for your goods.

PLUG AND PLAY

Upgrading your PS2 is a snap

Getting ready to play *FFXI* is a fairly simple process. First, you have to install the Hard Drive, which is a matter of popping off your Network Adaptor, attaching the HDD to it, sliding it back in, and screwing it down. Since *FFXI* is already installed, you just need to upgrade to the latest version (which, granted, may take a while on a dial-up connection) and go through the sign-up process.

PlayStation 2
FINAL FANTASY XI
FINAL FANTASY XI
HDD

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Missions, on the other hand, help weave together elements of the central story. They are assigned by special representatives of your nation, and each city presents a different set of missions. Missions tend to be more complex than quests, involving exploration, search-and-rescue, and even diplomacy. Completing missions rewards you with increases in rank, which open up new missions (and certain new quests as well).

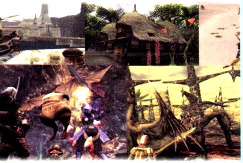
Both missions and quests are presented through dialogue with nonplayer characters, often accompanied by scripted cinemas. While you're interacting with an NPC, the dialogue (and cinema) is visible only to you, and each character interacts with you as though you are the only human player in the game. This allows the game to present the same story to every player, lending a very familiar RPG feel to the occasionally daunting multiplayer format.

THE CHOICE IS YOURS

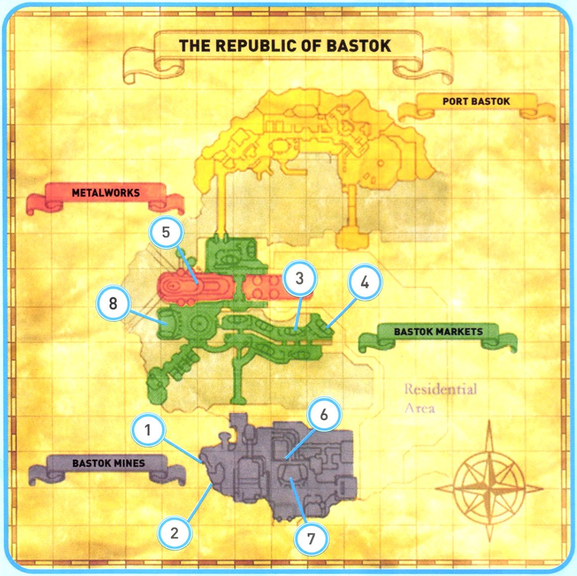
Of course, it's possible to have an entirely satisfactory gameplay experience without ever delving into the story. So if straight-up, level-crazy MMORPG play is your thing, you'll be able to hunt those new monsters, craft those new items, and beef up your character without ever worrying about following the overarching story line.

In other words, while the two play styles

continued on page 92



THE REPUBLIC OF BASTOK



ABOUT THE CITY

The Republic of Bastok is a city of industry, home to the enormous Metalworks (overseen by chief engineer Cid) and site of thriving trade. Populated mainly by versatile Humes and single-minded Galka, Bastok is very much a blue-collar town, sustained by mining and trade.

The city is surrounded by the rocky desert sandscape of North and South Gustaberg, whose wildest reaches are infested with goblins and armadillo-like Quadav.

Create a Hume or Galka character in Bastok and you'll earn a Bastokan ring, which gives a bonus of Hit Points +3, Dexterity +1, and Vitality +1. This means hand-to-hand fighting jobs (warriors, thieves, and monks) are particularly powerful when they come out of Bastok.

MAKING A LIVING

Just like in the real world, there will come a time in *FFXI* when your material needs outweigh your liquid assets. Luckily, just like in the real world, Vana'diel offers plenty of ways to scrape together some extra gil. Here are some with a particularly high reward-to-risk ratio:

In Zeruhn Mines ❶—very much an entry-level dungeon—monsters will tend to drop Zeruhn soot. Take it to Gerbaum ❷, just south of the entrance to Zeruhn Mines, and trade him three pinches of soot for 150 gil.

There's a good chance you'll also end up with many flint stones while plowing your way through Zeruhn Mines, since they're dropped by tunnel worms and stone eaters. Trade four of them to Aquillina at ❸ and she'll pay you 100 gil.

Once you've built up your character a bit, you can start ranging farther afield in South Gustaberg. Chances are you'll run into a goblin sooner or later; take one out and you'll stand a good chance of netting yourself a wild onion. Don't sell it (or worse, eat it); instead, take it to Salimah at ❹ and trade it to her between the hours of 12:00 and 17:59, Vana'diel time. She'll pay you a handsome 350 gil.

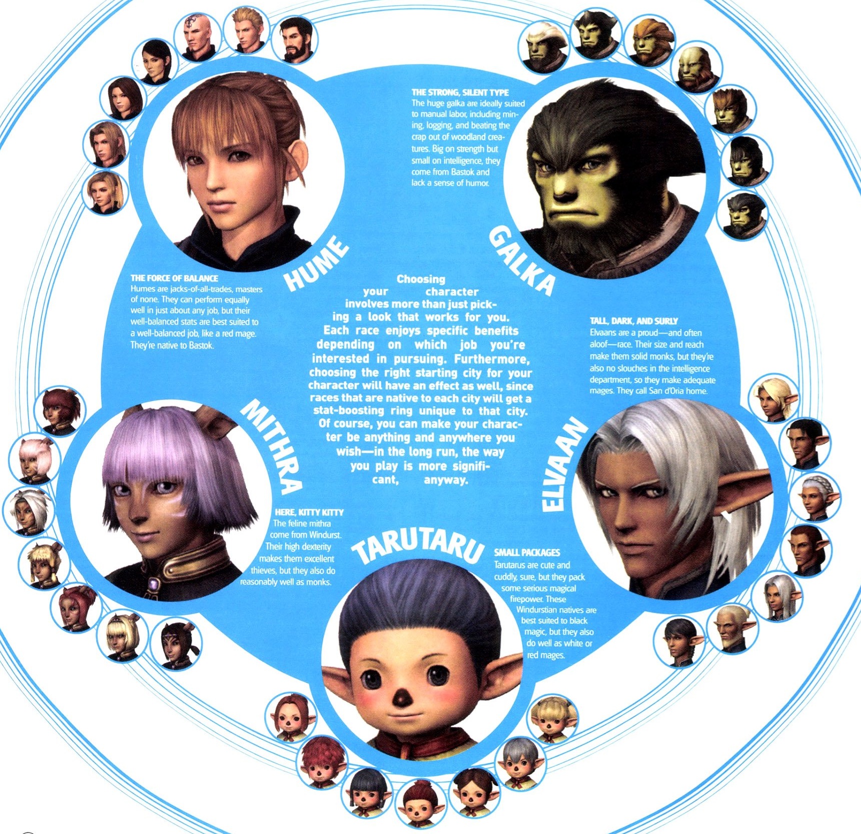
If you want to stretch your legs a bit, put together a party that consists of players who are no higher than level 5. Visit Izabele outside Cid's lab at ❺ (in the Metalworks) and she'll send you to North Gustaberg to meet a friend, who will pay your party 500 gil each.

Another way to get some fairly quick cash is to harvest your own raw materials. Get yourself a pickax at the shop at ❻ and head into Zeruhn Mines to do some mining. Like with any other skill, though, success is not guaranteed. Often you'll find nothing at all, and your pickax will frequently break—so if you're planning on getting serious, you'll want to lay in a healthy supply of extra pickaxes.

Once you have an inventory full of ore, head back and sell it at one of the auction houses at ❼ and ❽. You'll be astonished by how much you can get for such a small amount of metal.

CREATING A CHARACTER

Choosing your character involves more than just picking a look that works for you. Each race enjoys specific benefits depending on which job you're interested in pursuing. Furthermore, choosing the right starting city for your character will have an effect as well, since races that are native to each city will get a stat-boosting ring unique to that city. Of course, you can make your character be anything and anywhere you wish—in the long run, the way you play is more significant, anyway.



THE FORCE OF BALANCE
Humes are jacks-of-all-trades, masters of none. They can perform equally well in just about any job, but their well-balanced stats are best suited to a well-balanced job, like a red mage. They're native to Bastok.

THE STRONG, SILENT TYPE
The huge galka are ideally suited to manual labor, including mining, logging, and beating the crap out of woodland creatures. Big on strength but small on intelligence, they come from Bastok and lack a sense of humor.

TALL, DARK, AND SURLY
Elvaans are a proud—and often aloof—race. Their size and reach make them solid monks, but they're also no slouches in the intelligence department, so they make adequate mages. They call San d'Oria home.

HERE, KITTY KITTY
The feline mithra come from Windurst. Their high dexterity makes them excellent thieves, but they also do reasonably well as monks.

SMALL PACKAGES
Tarutarus are cute and cuddly, sure, but they pack some serious magical firepower. These Windurstian natives are best suited to black magic, but they also do well as white or red mages.

GET A JOB

These six jobs are available to all players from the start of the game.

WARRIOR

Hit, block, repeat

Warriors can do the most physical damage of any of the starting jobs, but in a party, their main duty is to keep the enemy occupied, soaking up attack after attack, to prevent monsters from attacking the weaker mage classes. Galka, elvaans, and humes make the best warriors.

MONK

Up close and personal

Monks are similar to warriors in that their strengths lie in hand-to-hand fighting. However, monks enjoy the benefit of some pretty serious job skills, including the devastating Hundred Fists attack, in which time between attacks is dropped to almost zero. Galka and elvaans make the best monks.

THIEF

Watch your back

Thieves are all about the stick and move. They can do moderate damage hand to hand, but the real benefit is their ability to dodge the enemy's attacks. It's especially important to pick a race that has high innate dexterity (like the mithra), because thieves can't carry the kind of armor warriors can.

WHITE MAGE

The best offense is a good defense

White mages are almost purely support characters. They have a few spells that can be considered offensive, but for the most part, they focus on healing, protecting, healing, enhancing, and healing. They can't take much damage, so playing solo is tough, even as a magic-loving tarutaru.

BLACK MAGE

Fire from the sky

Black mages are as much about offense as white mages are about defense. They can call down devastating elemental attacks upon the heads of their enemies, poison them, and even freeze them in place. They're physically weak, but they fare slightly better as solo characters than white mages.

RED MAGE

A little bit of this, a little bit of that

Red mages are one of the best characters for solo play or small parties, since they can use both white and black magic—plus they have the strength and vitality to fare reasonably well hand to hand. At the highest levels, they even get some spells all their own (most add elemental damage to their weapons).

HIGHER CLASS

These jobs are made available by performing quests at level 30.

PALADIN

Holy rollers

A paladin is basically a warrior with a limited selection of white magic, mostly of the healing and protective variety. Paladins should never be the primary magic user in a party, but they can help shoulder the burden of healing.

DARK KNIGHT

Unholy rollers

The dark knight is the polar opposite of the paladin—he's a warrior with a limited selection of black magic. Dark knights have a broader selection of magic than paladins do, but they also have generally lower hand-to-hand-combat skills.

BEASTMASTER

Sit back and watch the sparks fly

The beastmaster stays out of harm's way by training woodland creatures to do his fighting for him. Perhaps that's a little cowardly, but it makes him the ideal choice for solo play, since he can basically create a party all by himself.

BARD

Soothe the savage beast

A bard is, in essence, a type of magic user, but the bard's magic is musical in nature and doesn't use up magic points. Most of the bard's songs enhance the party or weaken the enemy, but few constitute direct attacks.

RANGER

Distance makes the heart grow fonder

The ranger job is all about long-range attacks. It can prove an expensive profession, since the most powerful projectiles can get extremely pricey. Still, being able to attack powerful enemies from a distance is worth just about any cost.

SUMMONER

A little help from the ethereal plane

The summoner job is similar to the beastmaster job, but the summoner's "pets" are supernatural creatures. Calling forth these beasts takes magic points, but having Ifrit on your side in a tough battle can make all the difference in the world.

NINJA

Silent, deadly

Ninjas are competent hand-to-hand fighters, but they can also use special attacks that resemble magic but (like those of the bard) consume no magic points. Plus, with special footwear, they can move faster than anyone else—at night.

SAMURAI

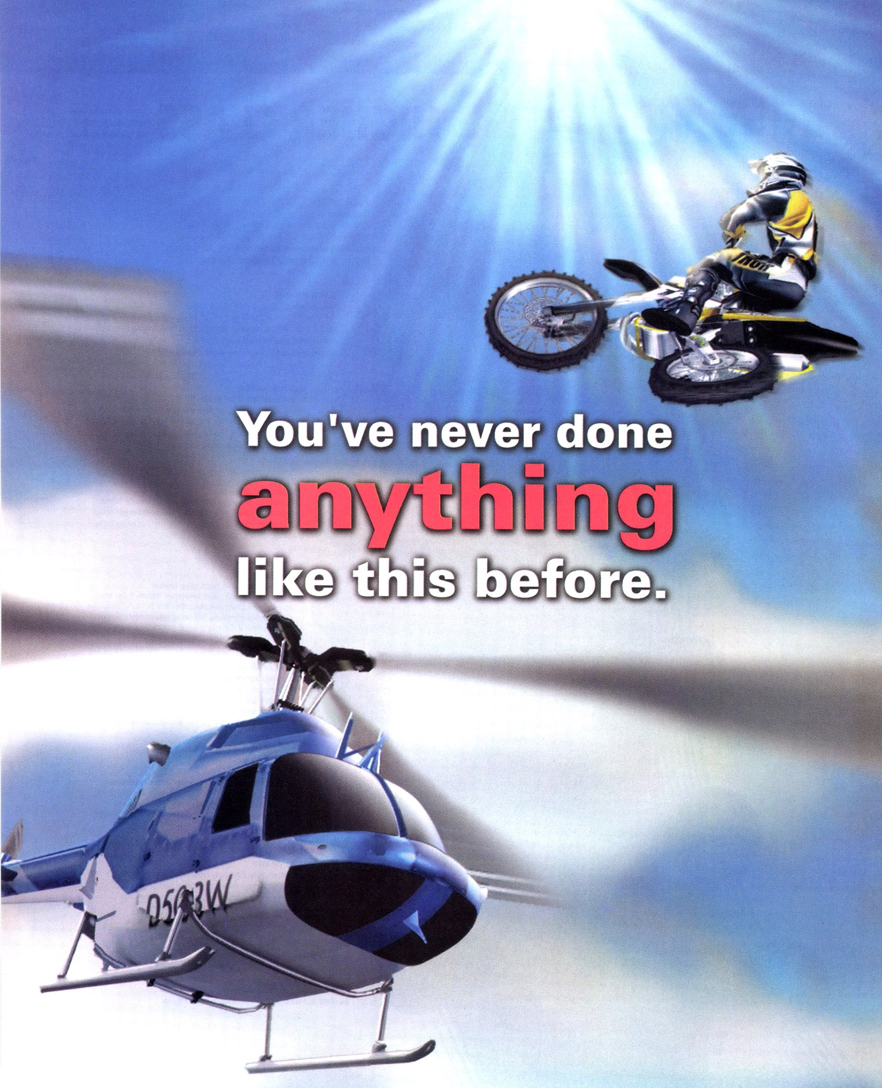
Trust your weapon

Samurai are warriors with vastly enhanced weapon attacks. They accrue tactical points at a rate higher than anyone else, and not every samurai weapon attack consumes the entire TP gauge. They can even steal TP from the enemy.

DRAGOON

Leaping lizards

Not only are dragoons especially effective against draconic enemies, they share abilities with beastmasters and summoners in that they can call a wyvern to assist them in battle. They also have powerful jumping weapon attacks.


You've never done
anything
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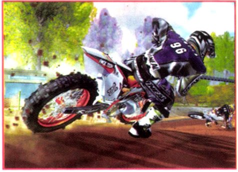
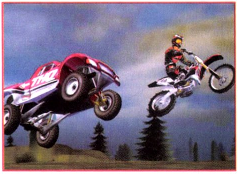
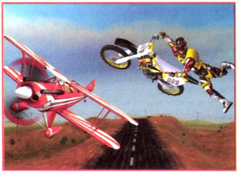




MX UNLEASHED™



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FINAL FANTASY XI

continued from page 87

coexist in the same world, you're not required to follow either path. Of course, the ideal situation is a combination of the two—the story adds a unique depth to the MMORPG experience, and the social dynamic adds a never-before-seen facet to the *Final Fantasy* formula. And you will progress more quickly through the game if you do both: Leveling up in standard MMORPG fashion will make the story-based missions easier, while completing the story-based missions will open up new avenues in the multiplayer arena.

If this all sounds terribly complex, it's meant to. *FFXI* is a staggeringly deep game, lush with variety. Yes, that means there's a lot to learn, but it also means you can learn what you want, when you want, at a pace that's most comfortable for you. What other RPG allows you to do that?

IMMORTAL COMBAT

Of course, you shouldn't get the impression that *FFXI* is *completely* unlike any other MMORPG on the market. You'll still need to build up your overall level and individual skills, as in any other game of the genre. You'll still need to deck yourself out with weapons and armor appropriate to your job and level and constantly keep these items updated. And whether you're a hardened warrior or a homebody crafter, you're most likely going to need to engage in some combat in order to hone your abilities.

Hand-to-hand combat is fairly basic; as in other MMORPGs, you simply target your enemy and choose to attack—the computer handles the rest. But *FFXI* adds many more layers to this standard format. For one thing, every job has abilities unique to its class. Job abilities are handled like spells and range from simple added attacks (similar to the bonus skills in *EverQuest Online Adventures*) to truly devastating power-ups, and each job ability has a set recharge time, which makes doling them out very much a matter of strategy.

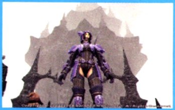
Job abilities are handled like spells and range from simple added attacks to devastating power-ups.

On top of job abilities, characters earn special weapon abilities as they increase their proficiency with specific weapons. Weapon abilities can add elemental damage to a weapon, increase the likelihood of a critical hit, or even double or triple the damage. Weapon abilities, however, rely on tactical points, which are accrued during battle when hits are landed (or taken). The system is similar to the Limit Break system, except that the TP gauge can go as high as 300 percent—so you can choose to let loose a weapon ability as soon as the gauge hits 100 or hold out to increase the potency of the ability.

SKILLS PAY BILLS

But that's not all; underlying the TP system is the Skillchain system, which allows parties to orchestrate earth-shattering attacks by carefully choosing the order in which players use their weapon abilities. Based on the interrelation of the elemental properties of each weapon ability (i.e., earth, water, etc.), a successful skillchain boosts each successive TP attack in such a way that the final result is exponentially greater than if each attack had been carried out separately. It's reminiscent of *Suikoden*'s team attacks, but is much more complex—parties that know how to skillchain are parties of very experienced players.

And it doesn't stop there. Permeating all combat is the Conquest system, a world-wide game of *Risk* in which players fight to gain control of portions of Vana'diel for their native lands. By requesting a Signet spell from representatives of your nation's military, you are registered as a participant in your country's Conquest campaign. While the spell lasts, every time you defeat an enemy, points are added to your nation's tally in that region. (And when you're killed, points are given to that region's beastmen,



NICE DUDS

Armor—more than just a fashion statement

Any changes you make to your character's armaments are reflected instantly in your character's appearance. (At some point in your career, you will look like a member of the Village People. Get used to the idea.) But your new duds don't only look different, they also *sound* different. If you equip your character with a jingly jangly piece of chain mail, you—as well as the monsters—will hear the difference. Certain beasts rely on sound to track their prey, and you'll be more likely to gain their (usually unwelcome) attention if you're wearing noisy armor.

GET CRAFTY

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If you're interested in putting a little more time into your money-making schemes, you can delve into item synthesis. Crafting items takes a great deal of practice—and a pretty hefty initial monetary investment—but pays off big if you have the time and assets to hone your craft. Using the crystals you collect while participating in your nation's conquest campaign, and raw materials you buy from guild shops or harvest yourself, you can make just about any type of handcrafted item you can imagine.

Figuring out the proper recipes for useful items is the tough part, though. If only someone would put together a list of some useful entry-level recipes for each guild! Like this one....

ALCHEMIST	**Antidote:** 1 Water Crystal, 1 Wijnruit, 1 San d'Orian Grape, 1 Distilled Water **Distilled Water (x3):** 1 Lightning Crystal, 1 Tahrongi Cactus
BLACKSMITH	**Antidote:** 1 Water Crystal, 1 Wijnruit, 1 San d'Orian Grape, 1 Distilled Water **Distilled Water (x3):** 1 Lightning Crystal, 1 Tahrongi Cactus
BONEWORKER	**Shell Earring:** 1 Wind Crystal, 2 Seashells **Shell Ring:** 1 Wind Crystal, 1 Fish Scales, 1 Seashell
CARPENTER	**Flute:** 1 Wind Crystal, 1 Maple Lumber, 1 Parchment **Lauan Shield:** 1 Earth Crystal, 1 Bronze Sheet, 2 Luan Lumbers
CULINARIAN	**Roasted Corn** (6 Hit Points regenerated, Vitality +3): 1 Fire Crystal, 1 Millioncorn **Orange Juice** (20 Magic Points regenerated): 1 Water Crystal, 4 Saruta Oranges
GOLDSMITH	**Copper Ring:** 1 Fire Crystal, 2 Copper Ingots **Sapara:** 1 Fire Crystal, 2 Brass Ingots, 1 Silver Ingot
TANNER	**Leather Bandanna:** 1 Wind Crystal, 1 Sheep Leather **Leather Gloves:** 1 Earth Crystal, 1 Grass Cloth, 2 Sheep Leather
WEAVER	**Headgear:** 1 Wind Crystal, 1 Grass Thread, 2 Grass Cloths **Cape:** 1 Earth Crystal, 1 Grass Thread, 2 Grass Cloths

who can also gain control.) When your country controls a region, you enjoy some native benefits. For one thing, your nation will occupy an outpost in that region, allowing you to buy and sell items while far from home, renew your Signet spell, and even set that location as a home point—a place to resurrect if you're killed in battle.

But by far the most beneficial side effect of Conquest is the effect it has on monster loot. When you kill a monster in an area that's under your nation's control, you stand a very good chance of getting a crystal out of the deal. These elemental gems are required in any item-synthesis recipe, so they are in extremely high demand. They can fetch a pretty penny on the open market or help you hone your own craft skills. But: no Conquest, no crystal. This makes the prospect of taking over significant portions of the world intensely compelling.

In other words—as with just about every other element of *Final Fantasy XI*—combat can be as simple or as complex as you wish. It all depends on how much time and effort you're willing to put into it.

SOCIOLOGY

The same holds true for your involvement with other players. *FFXI* can be an intensely social experience, but it's all up to you. You

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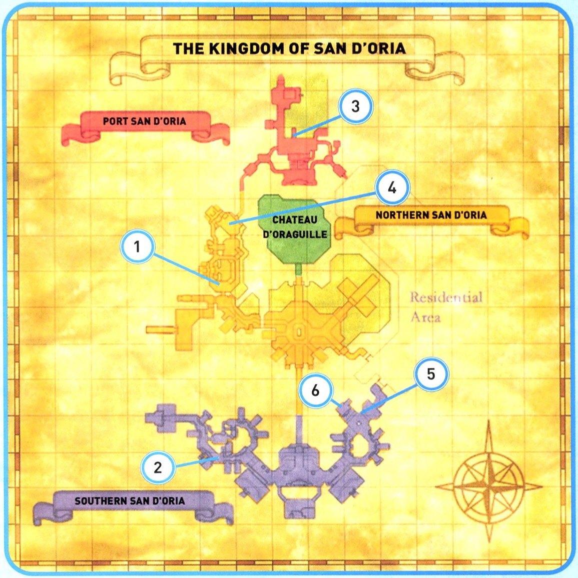
THE KINGDOM OF SAN D'ORIA



ABOUT THE CITY

The Kingdom of San d'Oria is a place of learning, religion, and craftwork. Home to the willowy elvaan, San d'Oria sports a castle, a cathedral, and several taverns and gathering places.

The wooded areas of East and West Ronfaure, which surround the city, are populated with furry woodland creatures and the occasional poisonous forest funguar. The distant corners are home to orcs and goblins, and bats can frequently be seen winging through the trees at night.

Create an elvaan character in San d'Oria and you'll earn a San d'Orian ring, with bonuses of Strength +1, Mind +1, and Defense +2. The boost in both Strength and Mind ability (Mind helps in healing and defense against magic attacks) makes this a good starting point for elvaan red mages.

MAKING A LIVING

One of the more profitable, repeatable fetch quests involves collecting bat wings. You can frequently find ding bats and mouse bats at night in East and West Ronfaure or during the day in King Ranperre's Tomb, just south of East Ronfaure. Once you've collected a significant amount, trade them to Secondiand at ❶ and he'll pay you 200 gil a pair.

Easier but less profitable is the quest assigned by Parvipon at ❷. He'll pay 120 gil for every three rabbit hides you bring him. Rabbits can be found immediately outside the walls of San d'Oria and pretty much everywhere else in East and West Ronfaure. You'll quickly level up in such a way that the rabbits right outside will prove "too weak to be worthwhile." That applies to loot as well as experience, so don't bother whacking the poor woodland creatures; just head farther out for the tougher bunnies.

If you're looking for something with a bit less risk to it, visit Gallijaux or his brother Joulet at ❸. Either one will ask you to bring him moat carp; you can catch these just about anywhere in San d'Oria with a little worm (and enough time on your hands). Whichever brother you talked to will pay you 100 gil per carp. If for some reason you decide to catch 10,000 moat carp, trade them in and the brothers will give you Lu Shang's fishing rod—a legendary rod with abilities far surpassing all others.

If you want to do some traveling (or make it easier to find bat wings for Secondiand), talk to Aurege at ❹. He's looking for a co-worker of his named Varchet, whom you should find around ❺. Hunt down Varchet, win at his little betting game, and go back and talk to Aurege. He'll give you a map of King Ranperre's Tomb.

Another simple cash-gathering quest involves flints (again). Visit Legata in the pub at ❻. He wants four flint stones, and he'll pay 100 gil for every stone you bring him. Go out and slay some wormlike creatures for a good chance of looting flint stones.

FINAL FANTASY XI

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LIFE AFTER DEATH

Crushing defeat isn't as bad as it sounds

Unlike in many online RPGs, dying in *FFXI* generally isn't a major setback. You do lose some experience points—10 percent of the points required to get to the next level—and of course you're sent back to your home point if there isn't a white mage handy to revive you. But you keep all your skills, items, and equipment, so unless you've only just recently leveled up or you are miles away from your home point, it's never hard to get back to where you were before you died.

can commit to a life of solitude and achieve a fair amount of success, but you won't get the full experience without joining up with other living, breathing humans.

Parties consist of up to six players; the configuration is up to you (and putting together a successful party is something of an art in itself). If you don't have six friends already playing, you can select Seek Party from your menu, and other players will see an icon indicating that you're available to hook up with. Furthermore, your party can ally itself with up to two other parties, building an alliance consisting of up to 18 players to take on those really nasty enemies. The benefits of grouping are obvious: More members means more help when fighting monsters. Of course, there are drawbacks, too. Loot has to be divided among the different party members, and you get less experience for beating a monster with the help of other people than you would if you took it down yourself.

One of the biggest advantages to partying up, though, is the freedom it offers. You need to be truly buffed—or really lucky—to venture far from civilized areas on your own; grouping with other players gives you the ability to range further afield, seeing more of the world and fighting tougher (and hence more profitable) enemies.

WALK THE EARTH

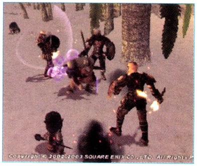
And there's a *lot* of world to see. There are 100-plus different regions in the game, with more than 20 city areas, more than 30 wilderness lands, and more than 60 dungeon segments. And when we say "region," we're not talking about just a few rooms; it can take 10 minutes just to run from one end of a region to another—they're *huge*.

The best part: The world is expanding. After the game was released in Japan, Square Enix released the *Rise of the Zilart* expansion pack (don't worry, it'll come with your copy of *FFXI* at no extra charge). *Zilart* not only expanded the square footage of the game world by around 10 regions, but also added three new advanced jobs (ninja, samurai, and dragoon), a higher level cap (75 as opposed to 60), and a corresponding 15 levels' worth of additional story.

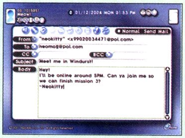
And Vana'diel will be seeing even more expansion in the future. Before the end of 2004, Square Enix plans to release another expansion pack. We're told to expect improvements similar to those found in *Zilart*, with one notable exception: The next expansion pack should allow players to fight *each other*.

Now, before you panic at the idea of some beefed-up level 75 professional ass kicker coming over and burying his sword in your skull, let us reassure you. This player-versus-player conflict will not involve player killing. Instead, it will be conducted on a national level; "empire versus empire" is what Square is calling it. The designers are still hammering out the details, but we're picturing something on the level of the Conquest system, except with a bit more active participation on the part of the player. In any event, combat will take place in specially sanctioned areas, so

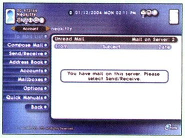
As with just about every other element of *Final Fantasy XI,* combat can be as simple or as complex as you wish.



A LITTLE EXTRA ON THE SIDE



From "neokitty" <x99020034471@pol.com>
To neomog@pol.com
CC
BCC
Subject Meet me in Windurst!
Body Hey!
I'll be online around 5PM. Can ya join me so we can finish mission 3?
~Neokitty



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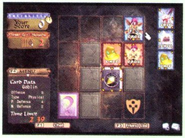


When you sign up for *Final Fantasy XI*, you get more than just the game. You also get a subscription to PlayOnline, which is a surprisingly robust service hosted by Square Enix composed of e-mail, chat, buddy lists, and a host of online support options.

With a simple, straightforward navigation system, PlayOnline will let you keep in touch with anyone you meet in *FFXI* without having to give out your real-world contact info. Plus: e-mail on your PS2. How cool is that? (And, yes, the PlayOnline system can interface with e-mails from the outside world.)

PlayOnline is also the hub by which you access *FFXI*. As such, it offers opportunities to access other games; Japan has already experienced this with the launch of a simple PlayOnline-based mahjong game, which has taken subscribers by storm.

Right now, though, the only other option U.S. gamers will have is a little card game called Tetra Master. That's right, the game that ate up so much of your *Final Fantasy IX* play time is back, and now you can play against actual living humans instead of computer-controlled characters (though you can do that, too, to get your skills up before you go one-on-one against humans).

The game, like most collectible card games, allows you to win cards from your opponents—and lose your own. But a card shop and three guilds will help you keep your virtual deck well stocked. And, don't worry, cards are bought using Tetra you earn by winning matches, not real money.

If you want to play Tetra Master, though, it's going to cost you. You'll need to pay an additional buck a month, over and above the monthly *FFXI* subscription fee, to play for that month.

players won't have to worry about getting jumped while going about their business.

And this is just the first of the expansions expected to release after the PS2 version launches in late March. As long as Vana'diel remains a vibrant, populated world—as long as people are interested in investing the time (and, yes, money) in this enormous game—we expect to see periodic expansions for the life of the product.

THE BIG PICTURE

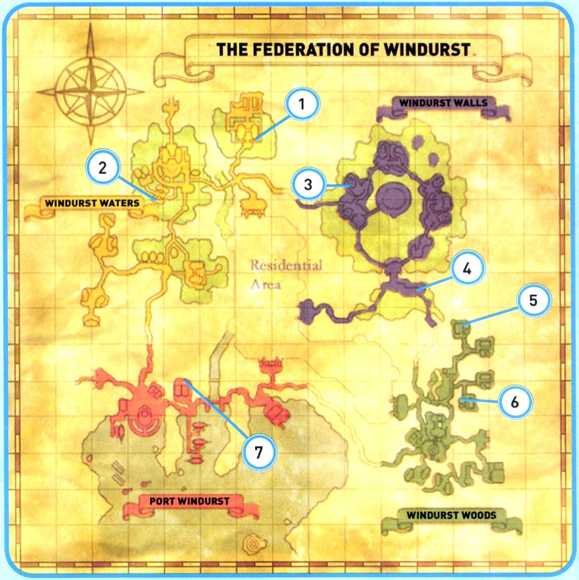
But *Final Fantasy XI* is indeed an investment. After the free 30-day trial period, players will need to spend $12.95 a month for as long as they wish to keep playing. And that's just for one character; if you want to play as a variety of characters, you'll need to pay an extra buck a month per additional character. And if you want to play Tetra Master online—one of the options of your PlayOnline subscription—that's an additional dollar a month.

This is all on top of the initial investment: $100 for the PS2 Hard Drive is nothing to sneeze at, even considering it comes with *FFXI* preinstalled, plus a free month of play time. But that's an investment that will be distributed over all the games that will support it, most notably *SOCOM II*. (Next month, we'll have specific details on what exactly you'll get with your HDD purchase.) So, like your Network Adaptor, any keyboard you might use for the game, and your Internet connection, the HDD will be used with many different games and for many different purposes. Though it may seem like you're paying $100 for a game, you're getting a lot for your investment.

Even so, you're talking about more money over time than you'd spend on just about any other game. And this doesn't even take into account the time investment. Though *FFXI* is easier to get into and out of than most games of the massively multiplayer genre, you can expect to put in easily double the amount of time you'd spend on an average *Final Fantasy* if you want to get to the end of the story.

So the question is, is it worth the time and money? The long answer is just a few pages away in our exclusive first review of the game. The short answer: Oh hell yes. MMORPG fans will love it for its unique beauty and innovative story. *Final Fantasy* fans will love it for its trademark personality, character, and depth. And the rest of you? Well, one thing's certain: If you've never played a massively multiplayer RPG, this is without question the place to start.

THE FEDERATION OF WINDURST



ABOUT THE CITY

The Federation of Windurst is a peaceful, nature-loving place. Filled with music and magic, Windurst is populated primarily by the adorable tarutaru and the feline mithra.

The city—if a place that blends so seamlessly with the natural world can be called a city—is surrounded by the grassy fields of East and West Sarutabaruta. Here you'll find bees and mandragora, river crabs and crawlers, and the occasional crow.

If you create a mithra or tarutaru character in Windurst, you'll get a Windurstian ring, which offers bonuses of Magic Points +3, Agility +1, and Intelligence +1. This makes the idea of creating a Windurstian white, black, or red mage particularly attractive.

MAKING A LIVING

Moreno-Toeno, in the aurastery of Windurst Waters at ❶, will pay 250 gil for each set of one bird feather and one two-leaf mandragora bud. Both of these items can be readily found on monsters in Sarutabaruta: the carrion crow and the mandragora (or tiny mandragora), respectively.

While you're out in the field, see if you can get a smooth stone off a dead crawler. If you find just the right one, Chamama—in the Timbre Timbers Tavern at ❷—will give you a bone hairpin for your trouble. She'll also pay 200 gil for every additional stone you bring her. This will take you a while, though, since you can carry only one smooth stone at a time.

Yet another benefit to venturing out into Sarutabaruta is that you can sell most mandragora-related items to Yoran-Oran in Windurst Walls at ❸. He'll pay 120 gil for a four-leaf mandragora bud, 200 gil for a cornette, and 250 gil for a pinch of Yuhtunga sulfur.

If you find yourself picking up some odd mail while out in the field, bring it to Ambrosius at ❹. He'll pay 50 gil for one card, 150 gil for two cards, 250 gil for three cards, and 500 gil for turning in four cards at once. The cards are found on the different rarabs that roam outside the city.

If you want to go up against some tougher enemies, try going after the yagudo. Many of these beastmen will drop yagudo bead necklaces, which you can trade to Nanaa Mihgo at ❺ in return for 200 gil for a set of four.

If you find yourself with beehive chips (dropped by giant bees) or remi shells (dropped by river crabs), you can trade them to Tapoh Lizeh at ❻. She'll pay 150 gil for every three beehive chips and 200 for every two remi shells.

Finally, you can trade a single rarab tail (found on bumblebees, oddly enough) to Kohlo-Lakolo at ❼ in return for a justice badge. This quest isn't repeatable, but it will prove to be extremely helpful to anyone pursuing a career in magic, since the justice badge gives a +3 bonus to your Mind ability.

REVIEWS

Making the world a more perfect place.

OFFICIAL U.S. PLAYSTATION MAGAZINE GAME OF THE MONTH

FANTASTIC!

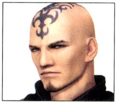
It goes to 11

Come on. A completely new kind of *Final Fantasy* in which you play with thousands of other people—and it's awesome. Are you surprised it's our Game of the Month?

MEET THE CRITICS

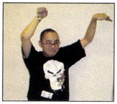
JOHN DAVISON
If you meet a bad-ass barbarian called Thrüdükz in *Norrath*, say hi to JD.
Current Favorites: *NFSU, Champions of Norrath*
Favorite Genres: Driving and shooting

DANA JONGEWAARD
Dana refused to stop playing *Norrath* long enough to review anything this month
Current Favorites: *BG&E, Champions of Norrath*
Favorite Genres: Puzzle, Adventure, RPG



JOE RYBICKI
Joe's *FFXI* alter ego Eugene is based out of Bastok on the Diabolos server. Come visit!
Current Favorites: *FFXI, SOCOM II, Prince of Persia*
Favorite Genres: Puzzle, Adventure, MMORPG

CHRIS BAKER
Chris can play online games, too! Look for Sce Baik in *Champions of Norrath.*
Current Favorites: *KOTOR* (PC), *Champions of Norrath*
Favorite Genres: Action, Adventure, Strategy, Sports



THIERRY (SCOOTER) NGUYEN
Scooter claims to know the ancient technique of "Death Within 10 Paces." Whatever.
Current Favorites: *PoP, SSX 3, BG&E*
Favorite Genres: FPS, RPG, studying arts of Shaolin

GIANCARLO VARANINI
Giancarlo wants to know if there's a hobbit in you. Well, *is there?*
Current Favorites: *Madden, GT4 Prologue, NFL Street*
Favorite Genres: Sports, Action, Monkey Robots

REVIEWS

PS2 GAMES

98	Airforce Delta Strike	★★★
102	Champions of Norrath: Realms of EverQuest	★★★★½
98	Drakengard	★★
98	Fallout: Brotherhood of Steel	★★½
97	Final Fantasy XI	★★★★★
98	Lupin the 3rd: Treasure of the Sorcerer King	★★★½
100	NFL Street	★★★★½
99	R-Type Final	★★★★
101	Rise to Honor	★★★
99	Tom Clancy's Ghost Recon: Jungle Storm	★★★★
101	Winning Eleven 7	★★★★★
103	Wrath Unleashed	★½

PERIPHERAL

103	Pro System Selector	★★★★½

100
BRUTAL
NFL hits the *Street*
And the *Street* hits back

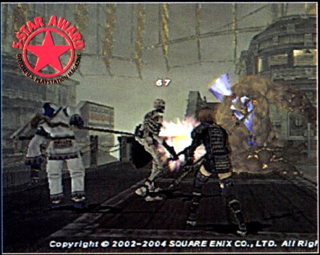
101
LI-THAL
Jet is a certified badass
But how's his game?

102
CHAMP
More than a contender
Norrath hacks, slashes

FINAL FANTASY XI

As huge as you want it to be

OFFICIAL U.S. PLAYSTATION MAGAZINE
GAME OF THE MONTH


5-STAR AWARD
OFFICIAL U.S. PLAYSTATION MAGAZINE
67
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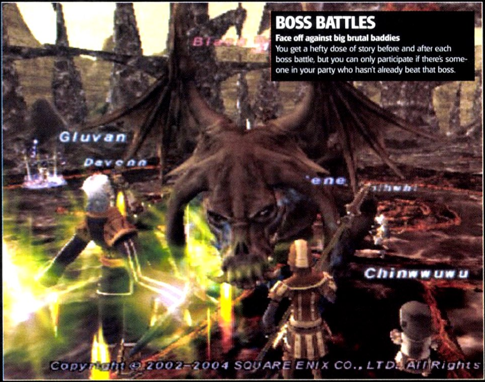

BOSS BATTLES

Face off against big brutal baddies

You get a hefty dose of story before and after each boss battle, but you can only participate if there's someone in your party who hasn't already beat that boss.

I've been playing *Final Fantasy XI* since the U.S. beta test started around five months ago. I've created and killed off three different characters in two different nations, joined countless hunting parties, and traveled on foot from San d'Oria to Bastok, just to see if it was possible. (It is, but I wouldn't recommend it unless you're very good at dodging goblin patrols.) I've killed more orcs, caught more fish, and traded more rabbit hides than I could possibly keep count of. And in preparation for this month's feature story, I've spent every moment of free time over the past month playing this game.

And right now I am *seriously* jonesing to play some more.

I won't say *Final Fantasy XI* is the best massively multiplayer online RPG ever made. I think there are a couple games that edge it out in the area of depth or sheer size or variety. So it may not be the very best in the world—but *damn* is it good.

I will say I've never seen an MMORPG look better. Squenix did an amazing job of expanding the detail of a *Final Fantasy* game into bigger-than-life 3D. Cities feel like *cities*, rather than scatterings of buildings intended to represent the *idea* of a city. Each town has a unique architectural style and function that makes it instantly recognizable and distinct from any other. And every outdoor location is likewise distinct; forests are dim and moody, filled with organic-looking foliage. Highlands are places of howling winds and desolation.

A BIG INVESTMENT

But is it worth the scratch?

Let's say you play *FFXI* for just one year. Your total investment (HDD, Network Adaptor, monthly fees, and an extra keyboard) comes out to under $300. Seems steep, but that's like buying a new game every other month. If you can afford that, you can afford this.

And the people and creatures that inhabit these different lands are equally well realized. Not only is each character model overflowing with detail, but each is animated with astounding precision and variety—orders of magnitude greater than any other MMORPG I've seen. All this graphical richness makes it a pleasure just to wander around and explore, which is something that earns big points in my book.

One other big way in which *FFXI* differentiates itself from the rest of the MMORPG pack is in its emphasis on story. Doing missions and quests—and there are a ton of each—makes it possible to break up your play time into easily digestible chunks. That means you don't need to spend an entire evening playing the game if you don't want to—you can get in and out quickly if you just have an hour or so to play. This is a huge deal because it makes the game accessible to casual players; you don't need to be a hardcore Evercrackhead type to have fun with the game, and that is certainly new to the genre.

Davonn
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There's room for improvement, of course. The story seems a bit shallow in spots, for example—but then, it's hard to get emotionally involved when you're interacting with other players as much as with NPCs. The control scheme is perhaps a bit overcomplex, too; you absolutely need a keyboard to play, and I can't help but think that a more user-friendly menu system could have changed this.

But in all my years of playing MMORPGs, none has grabbed me as strongly as *FFXI*. None has made me more proud of my in-game accomplishments or more excited to see what's around the next corner. I'm addicted, and I expect to stay that way for a long, long time.

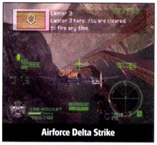
Joe Rybicki

★★★★★

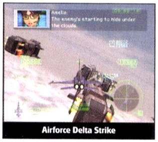
Publisher: Sony CEA **Developer:** Square Enix USA **MSRP:** Free with purchase of HDD ($99.99) **ESRB:** Teen

Dreckengard is more like it.

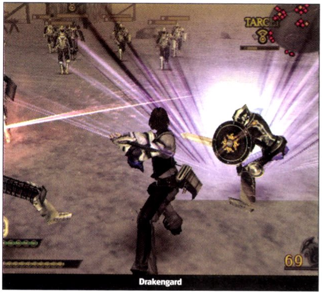
CAMEO APPEARANCE
That dog you get in *Fallout*? That's the same dog as the one who hung out with Mel Gibson in *Mad Max*!


Lancer 3
Lancer 3 here. You are cleared to fire any time.

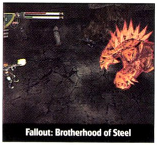
Airforce Delta Strike


Amelia:
The enemy's starting to hide under the clouds.

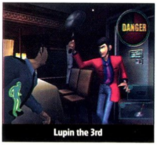
Airforce Delta Strike



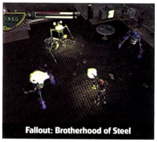
Drakengard



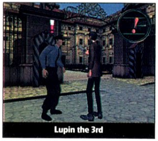
Fallout: Brotherhood of Steel



Lupin the 3rd



Fallout: Brotherhood of Steel



Lupin the 3rd

AIRFORCE DELTA STRIKE

Publisher: Konami
Developer: Konami
MSRP: $39.99 **ESRB:** Teen

Note to game designers: If you decide to make a game in which the player is constantly bombarded by a stream of generally useless chatter, please, please, *please* hire some good voice actors. (While you're at it, picking up a few decent writers wouldn't hurt, either.)

I really like the idea of injecting story into a traditionally shallow genre. Developing a real plot and fleshed-out characters over the course of an action-packed, arcadey flight-combat game *sounds* like it would make a good thing even better. On paper.

In practice, it's more annoying than illuminating. Sure, in the first couple of missions, hearing your allies and enemies complain, celebrate—even flirt—over the airwaves is sort of neat. But it takes about two and a half missions before you're just begging them to shut the hell up and let you shoot stuff already.

This is compounded by the game's basic setup. For example, every time you die in a mission, you're sent back to the air base, where you sit through any number of "story" segments. Since these are as shallow as the in-game dialogue, this quickly moves from minor annoyance to major chore.

The missions themselves are plenty fun, but they're nothing that *Ace Combat* hasn't done better and more often. It's a similar story for the reasonably tight controls and physics: good, but nothing exceptional. That pretty much applies to the whole game.

Joe Rybicki

★★★

DRAKENGARD

Publisher: Square Enix USA
Developer: Cavia
MSRP: $39.99 **ESRB:** Mature

Square Enix should know better than to release crap like *Drakengard*. This isn't just a bad *Dynasty Warriors* rip-off—this is a bad *Dynasty Warriors* rip-off that tries to add to the "one man on a battlefield" formula with *other* mediocre-at-best gameplay. It's like playing two crappy games in one!

Most of the time you're a dude named Caim, hacking-'n'-slashing up the forces of the evil empire. There's no way to deny the *Dynasty Warriors* inspiration here—it just doesn't play nearly as satisfyingly. The characters look decent enough, and in the rare moments you don't see barren, fog-covered, washed-out-looking scenery, some of the environments actually look like something approaching Square Enix quality. But why does everyone look like they're moving around on skates? Why do comrades and enemies alike say dumb, nonsensical phrases out of the blue? (For example, "Forgiven. No forgiveness. Unforgiven. No." What the...?!) Where on the battlefield *are* my allies who keep bombarding me with such drivel? And why don't I feel anything near the virile exhilaration I do when I plow through enemy masses in *Dynasty Warriors* (heck, even *Chaos Legion*)? At least Caim can summon his dragon to ride and decimate foes en masse...which stays mildly fun as long as a punk archer doesn't shoot you down, leading to more repetitive combat.

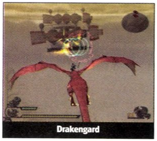
Aside from aping *Dynasty Warriors*, *Drakengard* tries to add in some *Panzer Dragoon* as well when you are destroying airborne imperials with fiery blasts. I actually kinda liked these levels the first couple of times—but then they all started to look *exactly* the same. The enemy variety sucks, and the best (yet still incredibly unfun) strategy is to move in for an attack, retreat so you don't get bombarded, move in for another attack, retreat, etc.

Despite its lousy gameplay, *Drakengard*'s story is what makes me absolutely hate, hate, hate it. Early on, Caim reaches into himself to pull out a red glowy thing, which he touches to the red glowy thing coming out of a dragon's mouth, thus resulting in a reluctant pact against the empire. The convoluted, poorly written, horrendously voice-acted, incest-suggestive events to follow compose the worst story I've ever seen in a PS2 game. And just *try* to like any of the characters. Impossible.

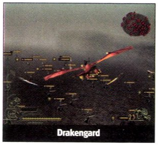
Really, Squenix. What were you thinking?

Chris Baker

★★



Drakengard



Drakengard

FALLOUT: BROTHERHOOD OF STEEL

Publisher: Interplay
Developer: Interplay
MSRP: $49.99 **ESRB:** Mature

I have to admit, I consider *Fallout* to be the best RPG ever made. Its flexibility and elegance in design, in addition to its great atmosphere, add up to a great package. I'm also a fan of fast-paced action-RPGs. All said, *Fallout: Brotherhood of Steel*'s fusion of my favorite RPG universe and frantic RPG action should have hooked me.

Instead, *BOS* is merely a decent game dragged to mediocrity by general tedium and a horridly paced beginning. It's pretty much *Baldur's Gate: Dark Alliance* with guns, complete with side quests, towns, skill points, and lots of near-mindless baddies to wade through. It looks decent enough, the later guns have snazzy effects, and the overall game is laced with sophomoric humor and profanity.

The problem is with the beginning area, which made me exhale a halfhearted "ugh" while I played it. You kill some idiot humans and then fight giant scorpions, rats, and spiders—for two lengthy dungeons. I understand the whole "work your way up the food chain" motif (heck, *Fallout* went from rats to mutants in roughly the same order as *BOS*), but who wants to spend the first two hours in an action-RPG killing giant arachnids? Not me.

Only those who can stomach an inane and tedious beginning might be able to flail their way to the merely decent part of the game. Otherwise, you can safely tuck this away into your fallout shelter as a last-resort piece of entertainment.

Thierry Nguyen

★★½

LUPIN THE 3RD: TREASURE OF THE SORCERER KING

Publisher: Bandai
Developer: Banpresto
MSRP: $49.99 **ESRB:** Teen

I went into *Lupin the 3rd* with low expectations, I freely admit. After all, it's a licensed anime game, which should send up warning flags to anyone who's spent much time with the *Gundam* games. As it turns out, though, *Treasure of the Sorcerer King* is a surprisingly rewarding and polished adaptation of the show.

Since you play as Lupin, a thief who sneaks around areas heavily patrolled by the fuzz, it's no surprise that it's basically a stealth-adventure game. However, Lupin's far too cocky a character to hide in the shadows for long, which is what sets this apart from a *Metal Gear* or *Splinter Cell*—rather than avoiding enemies, you make heavy use of disguises and walk right past them, an element that's very true to the cartoon series.

It sounds easy, but staying in character and fooling the guards is more difficult than you'd think, and you also have to be sure to wear the right disguise for the task at hand. And to further complicate things, the fact that you have to step out of disguise in order to view infrared lasers or use a grappling wire adds tension to the game and prevents it from being a complete cakewalk.

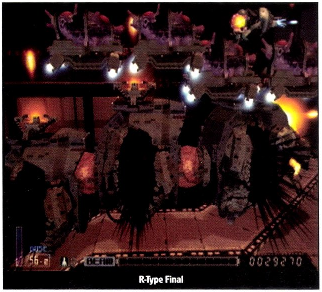
So, fans should be happy with the gameplay, and the story will make them smile as well—all the flavor of the show is preserved with a good script featuring the original actors. Now let's hope the *Cowboy Bebop* game turns out so well.

Nich Maragos

★★★½

1987 The year that the original *R-Type* hit arcades. Yep, the series is that old.

NOT TO BE CONFUSED WITH...
Action Man: Jungle Storm, the U.K.-only PC game released in 2000 that lets Action Man fans "print out colourful awards, certificates and more!"



R-Type Final

R-TYPE FINAL

Publisher: Fresh Games
Developer: Irem
MSRP: $29.99 **ESRB:** Everyone

If this does indeed mark the end of the long-running and proud *R-Type* shooter franchise, then there really isn't a better way to celebrate it than with *R-Type Final*. Even if you think shooters are succumbing to a slow and painful death, or if you believe they involve nothing but mindless button mashing, *R-Type Final* will restore your faith in the genre's ability to remain relevant. Its combination of great level design and gameplay mechanics challenges your reflexes as well as your mind.

But it's still a shooter, and as such, *R-Type Final* suffers from problems inherent to the genre. If you don't like the idea of dying often and playing through the same level repeatedly, then you really shouldn't bother. But what drives fans of the genre is the challenge of not only getting through a level, but also mastering it.

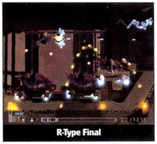
R-Type Final offers exactly that. Initially, you play through levels in a fairly standard manner, acquiring power-ups that offer a variety of attacks, some of which are designed to be more useful in certain situations than others. But it becomes obvious early on in the game that you can't play the standard way and be successful. The orange orb granted to your ship after getting at least one power-up can be used in a strategic manner because it not only attacks enemies but also absorbs their projectiles. This seemingly minor feature creates a significant layer of strategy that most shooters lack.

That's not even taking into account the 99 different ships in the game, most of which are unlocked by fulfilling certain criteria, from playing the game for a certain amount of time to completing a specific level. While a lot of these ships vary only slightly from their counterparts, each successive ship generally has a slight advantage over the last, so there's ample reason to play the game over and over just to see some of the crazy designs and cool weapons.

There are a bunch of other cool extras in *R-Type Final*, such as an A.I. battle mode in which you determine your attack strategy before sending your newly automated ship off to engage in a computer-controlled battle against an opponent. There's even a bestiary of sorts that gives you brief information about every enemy encountered in the game. It's a great overall package that no shooter fan should miss.

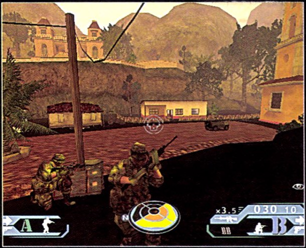
Giancarlo Varanini

★★★★



R-Type Final

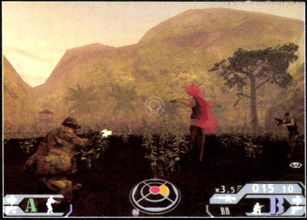
R-Type Final



TOM CLANCY'S GHOST RECON: JUNGLE STORM

It's not SOCOM, but it's damn good

Publisher: Ubisoft
Developer: Ubisoft
MSRP: $49.99 **ESRB:** Teen



It's clear that *SOCOM* had a big effect on the changes made to *Ghost Recon* in the past year. Technically, in the grand scheme of things, *Jungle Storm* is a follow-up to an add-on pack of an Xbox remake of a PC shooter, or something similarly complicated. Xbox gamers have been enjoying *Ghost Recon: Island Thunder* on Xbox Live, where it has been a huge success for months now, and the new PS2 adaptation has a host of features that are exclusive to our system.

The meat of the game focuses on two fairly brief campaigns, which follow each other chronologically. The first sees you battling through eight missions set in Cuba, previously released on Xbox as the Island Thunder campaign, and the second campaign is Jungle Storm, set in Columbia. You can play through these on your own, barking orders at your soldiers through the headset, or you can take advantage of what is undoubtedly one of the most comprehensive co-op campaign modes on PS2. If you don't have a Network Adaptor yet, you can hit the campaigns with a pal using the splitscreen co-op mode, and if you're online, you can gather six players and storm through all 16 missions like a well-oiled combat machine. Whether you're playing solo or as part of a team, you'll blow through each of the campaigns in a few hours, rendering this portion of the game disappointingly brief.

Online play is a big part of this package, though, and it offers a broad spread of gameplay options comparable to those found in *SOCOM II*. There are 31 different online areas to fight in, and you can take up to 12 people into each of these and play a multitude of different modes, which in some cases resemble the missions found in the single-player campaigns.

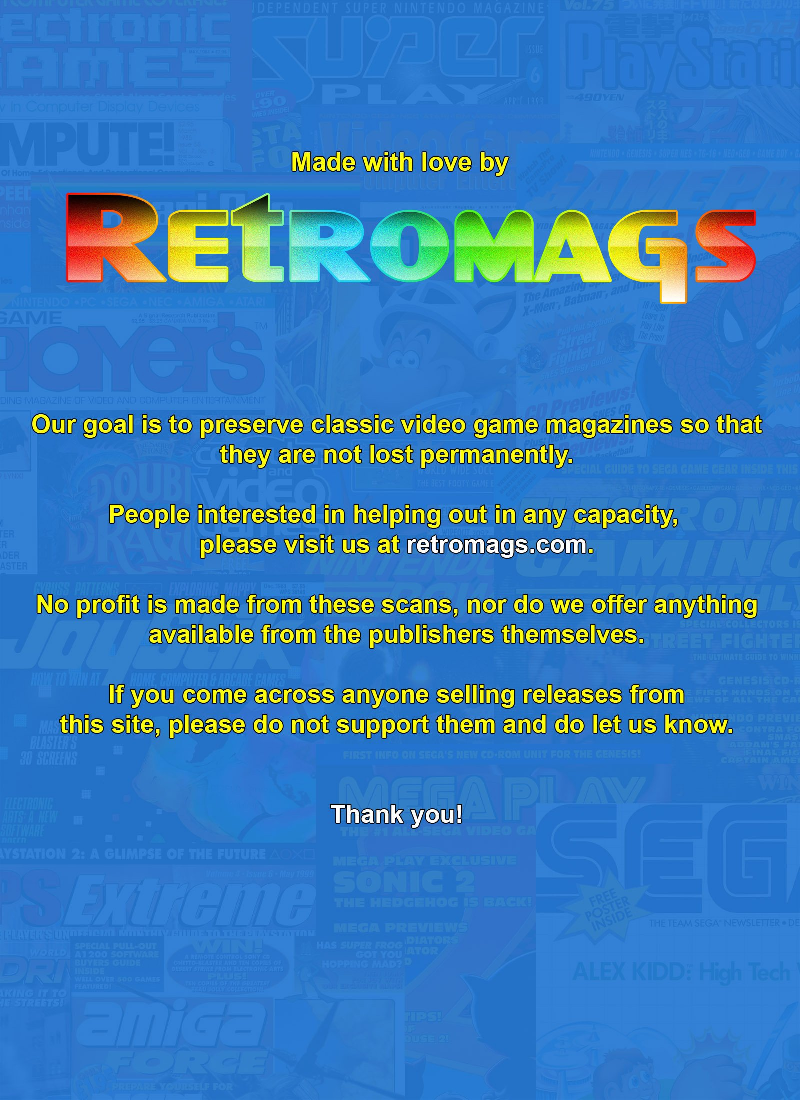
Depending on your tastes in first-person shooters, chances are you'll find something to your liking. My personal favorites are the co-op missions, in which six players chum up together and defend a location. It's no more complicated a gameplay concept than *Missile Command*, but as you race around trying to stop the bad guys from pouring in and killing your pals, the tension can be quite high.

While *Jungle Storm* isn't quite the graphical tour de force that *SOCOM II* is, a lot of attention has been paid to creating an atmospheric combat experience. There are some cool environmental effects that are accompanied by some truly awesome sounds. If your PS2 is jacked into a good sound system, you're in for quite a treat. This, coupled with the intuitive control system, means you can quickly become deeply immersed in the experience.

If you feel that you've exhausted what *SOCOM* has to offer, *Ghost Recon* is probably the next best thing while we're waiting for Ubisoft to bring *Rainbow Six 3* to PS2. It's not perfect, and if you don't have the ability to play online, it's a little brief, but all in all, it's a very competent game.

John Davison

★★★★



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